

100% PlayStation 0% fair

ISSUE 91

PowerStation

100% PLAYSTATION TIPS, CHEATS, CODES, PASSWORDS AND

INCREDIBLE GUIDES!

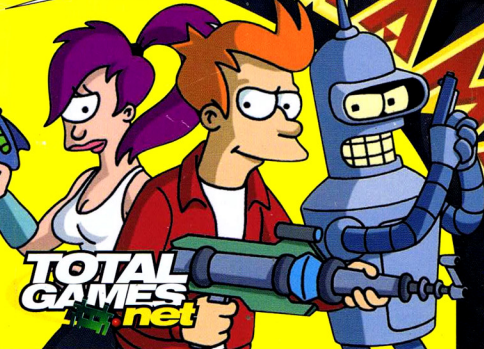
PART 2

TOMB RAIDER

THE ANGEL OF DARKNESS

- ▶ EVERY SECRET EXPOSED
- ▶ AMAZING DETAILED MAPS
- ▶ EVERY BOSS DEFEATED

FUTUR



- ▶ EVERY NIBBLER NOBBLED!
- ▶ EACH LEVEL MAPPED!
- ▶ ALL EXTRAS UNLOCKED!

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148
PAGES!**



CASTLE WOLFENSTEIN

BEATEN! Stunning maps inside, with secrets laid bare!



STARSKY AND HUTCH

BUSTED! Every crook nicked and every hidden item found!



INDIANA JONES

**AND THE EMPEROR'S TOMB
LOOTED!** Emperor's Tomb completely ransacked!

PLUS INSIDE

- ▶ THE HULK
- ▶ SILENT HILL 3
- ▶ ENTER THE MATRIX
- ▶ DEAD TO RIGHTS
- ▶ MORE CHEATS THAN ANY OTHER MAG!

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M = 0.8

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The Thing

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Tomb Raider 2
Tomb Raider 3
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 ★ Dead to Rights ★ Mace Griffin: B'nty Hunter ★ Tribes: Aerial Assault*

*Information for these forthcoming releases is added as soon as it becomes available, this is usually before the games actual release. To check availability please call Customer Services on 0800 081 6000



**A SIMPLE CALL AND
YOU'VE GOT THE CHEAT**

 $A = 0.1$

FIFA World Cup 2002
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 Final Fantasy 8
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 Fisherman's Challenge
 Forever Kingdom
 Formula 1 2001
 Formula 1 2002
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 Freestyle
 Freestyle BMX 2
 Freestyle Metal X
 Frequency
 Frontline (M. of Honor)
 Fur Fighters
Futurama™
G = 07
 G1 Jockey
 Galerians: Ash
 Gauntlet: Dark Legacy
 Gateway

No One Lives Forever
Q = 15
 Off Road Wide Open
 Oni
 Onimusha 2
 Onimusha: Warlords
 OO7 Nightfire
 Operation Winback
P = 16
 Pac-Man World 2
 Pirates: Leg. of Black K.
 Premier Manager 2002
 Prime
 Prisoner of War
 Pro Evolution Soccer
 Pro Evolution Soccer 2
 Pro Rally 2002
 Project Eden
 Project Zero
 Pryzm: The Dark Unicorn
Q = 17
 Q-Ball: Billiards Master

This is Football 2003
 Thunderhawk: Op.
 Tiger Woods Golf 2003
 Tiger Woods Golf 2003
 Time Crisis 2
 Time Splitters
 Time Splitters 2
 TOCA Race Driver
 Tokyo Extreme Race
 Tom & Jerry: W. of Whiskers
 Tom Clancy: Ghost Recon
 Tom Clancy: Sum of Fear
 Tom Clancy's Splinter Cell
 Tony Hawk's
 Tony Hawk's 4
 Tony Hawk's 4
 Tony Gun: Combat Zone
 Transworld Surf
 Treasure Planet
 Turok: Evolution
 Twin Calibre
 Twisted Metal Black
 The Tasmanian Tiger

Ghost Recon
 Giants: Citizen Kabuto
 Gitaroo Man
 Godai: Elemental Force
 Golf, Swing Away
 Gradius 3 & 4
 Gran Turismo 3
 Gran Turismo Concept
Grand T Auto: Vice C
 Grand Theft Auto 3
 Grandia Xtreme
 Gravity Games
 GTC Africa
 Guilty Gear X
 Guilty Gear X2
 Gumball 3000
 Gun Griffon Blaze
 Gunpoint

Quake 3 Revolution
R = 18
R Carmichael's MX 200
Racer Revenge
Raging Breath
Ratchet and Clank
Rayman 2: Revolution
Rayman 3
Rayman M
RC Revenge Pro
X 2 Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Gun Survivor
Res. Evil G. Mansion

U = 2 1
 UEFA Champion League
 Ulf.FChamp: Throwdo
 ne U.F. National Tournament
 US Navy Seals (SOCO)
 V = 2 2
 Vexx
 Vice City, G.T.A.
 Vicious Victorious Boxers
 Virtua Fighter 4: Evol.
 Virtua Tennis 2
 V-Rally 3
 W = 2 3
 Wacky Races
 Wakeboarding Unleashed
 War of the Monsters
 Warriors of M & M
 War of the Wargames

Gongrave
H = 08
Half Life
Harry Potter
Harry Potter C. of Secre
Haven: Call of the King
Headhunter
Heroes of Might & Mag
Hidden Invasion
Hitman 2: Silent Assas
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtrem
Hulk
I = 09
I. Jones: Emperor's Ton
In Cold Blood

- Res. Evil: C. Veronica
- Resident Evil: Dead Air
- Return to C. Wolfenstein
- Revolution: Quake 3
- Rez
- Ridge Racer 5
- Riding Spirits
- Ring of Red
- Rise of the Akkadian
- Road Rage
- Robot Wars
- Robotech: Battlecry
- Rocket Power Bch. Band
- Rocky
- Romance of 3 Kingdoms
- RTS: Army Men
- RTX Red Rock
- R-Type Final

X-Men 2: Wolverine's Past
 X-Men: Next Dimension
 X = 2, 4
 Y = 2, 5





In Cold Blood
 Incredible Hulk
 Indycar Series
 Int. Super Soccer
 Int. Superstar Soccer 2
 Int. Superstar Soccer 3
 Int. Winter Sports 2007
 ISS Pro Evolution
 Italian Job
J = 10
 J.Bond: Agent Under Fire
 J.Cameron's Dark Angel
 J.McGrath's S'cross Wo
 Jade Cocoon 2

2 R-type Final
 Rumble Racing
 Run Like Hell
 Rune: Viking Warlord
 Rygar: Legendary Adv.
 S = 19
 S Palmer's Snowboard
 Scooby Doo: 100 Fright
 Scorpion King
 Seven Blades
 Shadow Hearts
 2.2 Shadow of Memories
 Shadowman 2
 Shinobi

Yu-Gi-Oh! Duel Monsters
Yu-Gi-Oh! Duel. of R
at **Z = 2 6**
Zapper
Zone of the Enders
Zorro (Shadow Of)
0-9 = 2 7
age007 Agent Under Fire
007 Nightfire
18 Wheeler
4x4 Evolution
7 Blades
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Cheats & Walkthroughs also available for all these consoles.



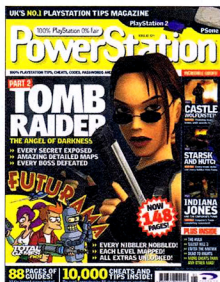
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PowerStation

#91

▶ CONTENTS

▶ EDITORIAL

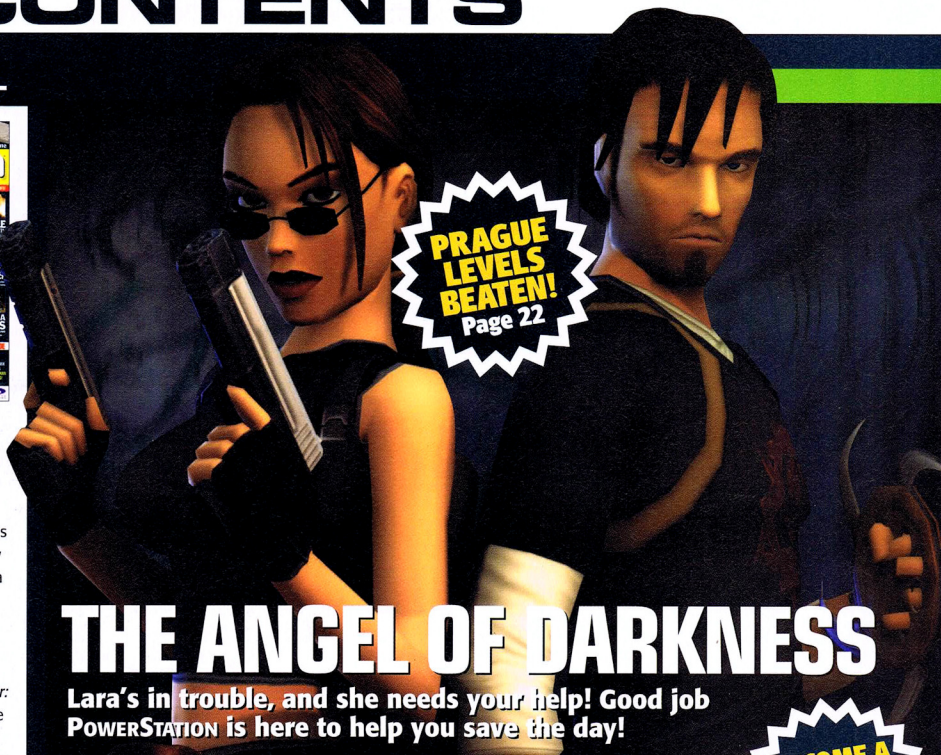


WELCOME!

They say that the summer is traditionally a quiet time for the videogames industry – how wrong can you get? Just take a look at the quality titles we've tipped to destruction in this very issue!

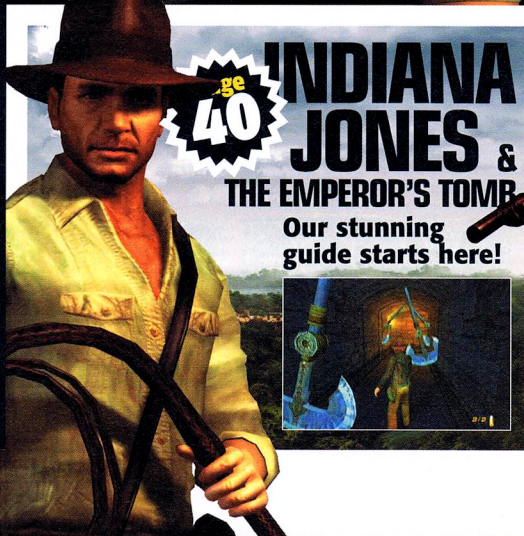
First up, we complete our guide to Lara Croft Tomb Raider: *The Angel of Darkness*. If you've been struggling your way past those taxing puzzles and devious bad guys, worry no more! The second part of our guide starts on page 22.

Elsewhere, we begin our guide to another tomb-raiding legend, Indiana Jones. Any problems you've encountered in the first half of *The Emperor's Tomb* should be a doddle now! We also complete our mapped guide to *Return To Castle Wolfenstein*, bring you a full solution to *Futurama*, discover all the secrets in *Starky & Hutch* AND beat every single boss in *The Hulk*! I hope you enjoy reading the issue!



THE ANGEL OF DARKNESS

Lara's in trouble, and she needs your help! Good job POWERSTATION is here to help you save the day!



RETURN TO CASTLE WOLFENSTEIN

The conclusion of our thrilling solution

"If tips, hints and cheats for the PlayStation2 are your religion, then Databurst is your bible." *Databurst section, page 122*



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All the latest cheats tried and tested!

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Dr Tippet gets to grips with all your gaming problems.

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Tell us what you think about the world of videogames.

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Frankie the Finger sorts out all your GTA problems.

BIG RON'S TRAINING PITCH 018
The bejewelled one passes on his knowledge.

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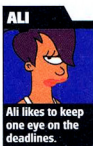
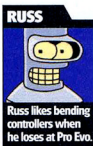
COMPETITIONS 117
Win a widescreen TV and boxed set of 24!

ACTION REPLAY CODES 119
Cheat your way to the top with the latest codes from Date!

PSXTENSIONS 120
The latest peripherals reviewed and rated by our experts!

THE TEAM

We just can't get enough of the world of gaming – honestly, we love it.



OTHER GAMES IN THIS ISSUE!



THE HULK

Guide102
Every boss battle explained in our easy-to-follow guide!



STARSKY & HUTCH

Guide106
Every secret found, and every mission solved!



FUTURAMA

Cheats006



FREESTYLE METAL X

Everything unlocked!006



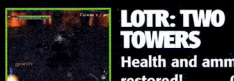
THE HULK

Infinite rage, turn Hulk grey and more cheats!007



STUNTMAN

Unlock cheats!007



LOTR: TWO TOWERS

Health and ammo restored!008



MEDAL OF HONOR: FRONTLINE

Cheats!008



SILENT HILL 3

Code revealed!010



WAKEBOARDING UNLEASHED

Trick solved!010



CONTRA: SHATTERED SOLDIER

Boss beaten! ...010



DEAD TO RIGHTS

Boss beaten! ...011



ENTER THE MATRIX

Twins defeated!011



PRISONER OF WAR

Escape completed!011



FUR FIGHTERS

Babies found! ...011



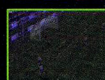
SPY HUNTER

Submarines destroyed011



RATCHET & CLANK

Boss beaten! ...012



PRO EVO SOCCER

Action Replay codes119

CONTACT

Telephone: 01202 200240
(Magazine queries, but no tips requests please)

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CNN

CHEATS NEWS NETWORK



Futurama

Enter these codes during gameplay to unlock all the levels and extras. Simply hold **△ + ○** and then type in the following codes.



Cheats

INFINITE HEALTH

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

INFINITE AMMO

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

INFINITE LIVES

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

INFINITE CHARGE

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

IMMORTALITY

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

UNLOCK ALL EXTRAS

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

HIDDEN EXTRAS!

Level Codes

PLANET EXPRESS

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

SEWERS

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

SUBWAY

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

OLD NEW YORK

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

RED LIGHT DISTRICT

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

UPTOWN

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

NEW NEW YORK

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

CANYON

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

MINE

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

MINE TUNNEL

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

JUNKYARD 1

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

JUNKYARD 2

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

JUNKYARD 3

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

MARKET SQUARE

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

LEFT WING

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

RIGHT WING

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

TEMPLE COURTYARD

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

INNER TEMPLE

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

BOGAD'S SWAMP

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

MOM'S HQ BENDER

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

MOM'S HQ LEELA

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**

MOM'S HQ FRY

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, **SELECT**



■ Top scores are easy to come by!



Freestyle Metal X

Get extreme in the dirt with these great codes. Simply enter them in the cheats menu.

Codes

sugardaddy	\$1,000,000 cash
universe	All levels unlocked
dudemaster	All riders and bikes unlocked
hearall	All songs unlocked
garageking	All bike parts available
fleximan	All special stunts unlocked
johnmye	All outfits revealed
watchall	All videos unlocked
seecal	All posters and photo slots

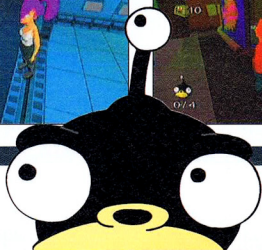
OPTIONS

Controls	ENTER CHEAT
Sound	sugardaddy
Video	universe
Gallery	dudemaster
Load Game	hearall
Save Game	garageking
Cheats	fleximan
	johnmye
	watchall
	seecal
	Backspace
	Done

RONNIE 'KUNG FU' FAIST

Challenges	0:00
Events Won	0:30
Rank	Newbie
Cash	\$1,000,000

■ One million bucks? Yes please!



P2 ISSUE 37



The UK's best unofficial magazine dedicated to PlayStation2

Price: £3.50

With an exclusive preview on *Time Crisis 3*, as well as *The Italian Job*, *Freestyle Metal X*, *Buffie*, *Chaos Bleeds*, *Wallace & Gromit and Judge Dredd*, plus reviews of *Indiana Jones*, *Mace Griffin*, *F1 2003*, *Chaos Legion* and *Futurama*, among others, P2 is one not to miss this month! Not to mention all the pages of gaming news, DVD reviews and great features...

OUT NOW!

PLAY ISSUE 106



The UK's best unofficial PSone and PS2 magazine

Price: £3.99

This month *PLAY* has travelled the globe and ended up in ecce!l heaven. Medal of Honor rising Sun, FIFA 2004, SSX 3, Tony Hawk's Underground, WWE Here Comes the pain and Colin McRae 04 all deliver us from evil and Club football shows us that there is a God. Nice. As the official best-selling unofficial PlayStation2 mag, *PLAY* has absolutely everything that a PS2 owner could ask for, so why look elsewhere?

SEND IN YOUR CHEATS

The best readers' tips printed each month in CNN earn their senders a PlayStation or PlayStation 2 game, so keep writing in with your cheats, codes and secrets. However, before sending them, please check that they work - and that we haven't already got them in our Databurst section!

ALL THE VERY LATEST PLAYSTATION CHEATS AND CODES

If there's a new cheat, code or secret, we'll have it crammed into our hot-off-the-press news section. And remember, the best readers' cheats each month win their senders a PSone or PS2 game of our choice!



HULK ANGRY!

■ Invulnerability is easily achieved with these tips, so it doesn't matter if you are seen!



■ Unlimited rage makes it easy for the Hulk to defeat any enemies!

The Hulk

PS2

Don't get angry, simply enter these codes on the code input screen in order to cheat your way to victory.

Codes

GMMSKIN
FLSHWND
ANGMNGT
GRNCHTR
HLTHDSE
BRNGITN
MMMYHLP

Invulnerability
Regenerator
Full Rage meter
Unlimited continues
Double Hulk's HP
Double all enemies' HP
Half all enemies' HP

FSTOFRY
BRCESTN
NMBTHIH
TRUBLVR

Wicked punch
Puzzle solved
Reset high score
Unlock all levels

The following codes must be entered at a Universal Code Input. Find one on the Infiltration level.

JANITOR Unlock grey Hulk
SANFRAN Unlock Hulk transformed movie art
PITBULL Unlock Hulk vs Hulk dogs movie art
FIFTEEN Unlock desert battle movie art
NANOMED Unlock Hulk movie F/X



■ Top destructive action, Hulk-style!

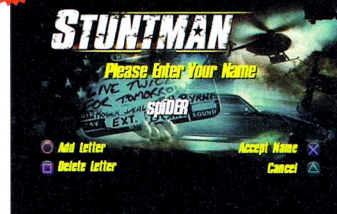
Stuntman Platinum

PS2

Become a star by using these simple codes. All you need to do is enter the following as case-sensitive driver's names in the 'New Game' menu.

Codes

BiNDers Unlock everything
Sez4Jnr Unlock all cars
Turnips Unlock all arena toys
BonNeTT Unlock all trailers



■ Enter our selection of fabulous cheats to get your hands on all manner of goodies!

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The Lord Of The Rings: Two Towers Platinum

■ Getting your hands on all the weapons is an absolute doddle thanks to our nifty collection of cheats; you need never lose again!



■ Taking a pounding at the hands of those enemies? Simply pause the game and enter our cheat to be restored to full health immediately!

Do you find you need a little help battling Saruman's army in cut-price Middle-earth? Never fear - POWERSTATION will help you out. All you need to do is hold **△**, **○**, **□** + **△** while you enter the following codes.

Cheats

Restore health
Restore missiles
1000 XP
Level 2 skills
Level 3 skills
Level 4 skills
Level 5 skills

△, ↓, ○, ↑
○, ↓, ○, ↑
○, ↓, ○, ↑
○, →, ○, →
○, ↑, ○, ↑
○, ←, ○, ←
○, ○, ↓

GAME CHARTS

PLAYSTATION2

1. TOMB RAIDER: TAOO
2. SOCOM
3. DYNASTY WARRIORS 4
4. ENTER THE MATRIX
5. THE HULK
6. CASTLE WOLFENSTEIN
7. DANCING STAGE MEGAMIX
8. MIDNIGHT CLUB 2
9. DEF JAM VENDETTA
10. SPLINTER CELL

PLAYSTATION

1. M&M SHELL SHOCKED
2. DANCING STAGE PE
3. HARRY POTTER 1
4. WORMS WORLD PARTY
5. DANCING STAGE EUROMIX
6. TONY HAWK'S 4
7. WTBM JUNIOR
8. SPYRO PIT
9. ATARI ANNIVERSARY
10. DAVID BECKHAM SOCCER

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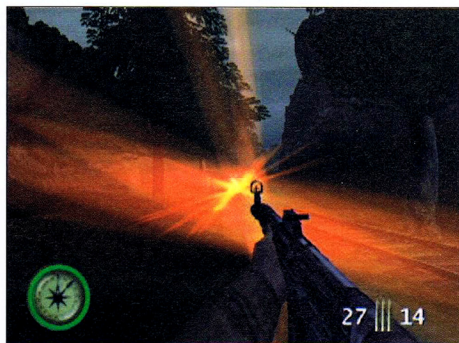
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PowerStation
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Any game priced £29.99 or over



■ Unlimited ammunition, a bullet shield and immortality. All of these can be yours with a few simple button presses. We're too good to you, we really are.

Medal Of Honor: Frontline Platinum

Type in these codes on the Enigma Machine, and you can then toggle the cheats on/off in the Bonus menu.

Cheats

- TPDOMOHTON** Photon torpedoes
WHATYOUGET One shot kills
BULLETZAP Invincibility
URTHEMAN Single shot kills you
GLASSJAW Only headshots kill
HABRDASHR Enemies have big heads or party hats
LONGSHOT All weapons have zoom ability
BOING Rubber grenades
WHEREERU Invisible enemies
MONKEY Complete current mission with a Gold Star ranking
TIMEWARP Complete previous mission with a Gold Star ranking

GORILLA

Unlock Campaign 5

Movie Codes

- BACKSTAGED** Making of prologue
BACKSTAGE1 Making of Campaign 2
BACKSTAGE2 Making of Campaign 3
BACKSTAGE3 Making of Campaign 4
BACKSTAGE4 Making of Campaign 5
HAGGOTAHAY Paintball movie
ANIMREEL Animation

In game codes

Pause the game and tap in the following combinations. If codes are pressed correctly, the game will unpause.

- BULLET SHIELD**
○, SELECT, R2 x2, R1 x2, L1, R1
IMMORTALITY
○, L1, ○, L1, ○, L1, SELECT, R2
UNLIMITED AMMO
○, L1, ○, L1, SELECT, R2, A, SELECT

Level Codes

- ORANGUTAN** Unlock Campaign 1
BABOON Unlock Campaign 2
CHIMPZNZZ Unlock Campaign 3
LEMUR Unlock Campaign 4

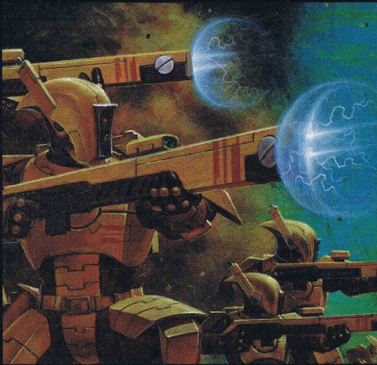


■ No need to worry about running out of grenades or ammunition now...

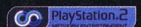


■ It doesn't even matter if they fire back, thanks to the invincibility cheat!

IT IS THE 41ST MILLENNIUM.
THERE IS ONLY WAR.



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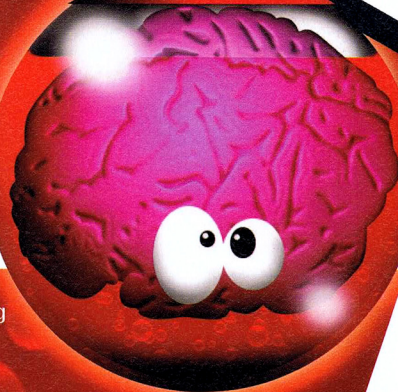


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100% PlayStation 0% Fair PowerStation Q&A

►► WITH YOUR HOST, DR TIPPET

Got a problem on a PlayStation or PS2 game? Well, our resident professor of gamesology, Dr Tippet, is here to help. Send your gaming questions to: Q&A, POWERSTATION, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Alternatively, visit the forum at www.totalgames.net and ask your questions, or email powerstn@paragon.co.uk



Silent But Deadly

PS2

I'm a fan of *Silent Hill* and have all of them so far. I've got your walkthrough for *Silent Hill 3* but I'm afraid you've got the code in the hospital wrong and the door won't open. So that makes it even harder to get through the game. Could you please help me find the right code for the door on the second floor?

Martin Sewerynski,
Scotland

■ I'm sorry to tell you, Martin, that we haven't got the code wrong as the code changes every time you play (sorry that wasn't made clearer in the guide), as does every other code in the game. Look at the blackboard nearby for help on what the code actually is.

Wake Me Up...

I love *Wakeboarding Unleashed* but I'm ready to throw it into the river! I just can't do the Star Search in Venice. All the previous levels have been relatively easy but this one is rock hard. Can you give me any tips on how to complete this challenge?

Steve Fisher, Poole

■ This is a tricky one but it can be done with practice. You must get every star here

QUICK TIP!
USE MANUALS
BETWEEN
TRICKS FOR BIG
WAKEBOARDING
COMBO
SCORES!



■ There are only 50 stars up for grabs!

because there are none going spare, and you only have one minute to get all 50 so there's no room for error. Cut right as far as you can, and then immediately left again and jump up the wake, letting go of the rope at the same time. This should launch you up to the edge of the roof of the nearby building. Grind this edge as well as the wire that it leads to, and then the balconies. Grind all three balconies and the wires in between, and then jump to



■ Venice is a beautiful but tricky setting.

the left after the third one and grind the ledge. Jump to the edge of the roof, and then jump over to the ledge of the large building opposite. You must grind this ledge all the way round, so you must try to keep your balance. Grab the rope when you get the chance on the other side, and then jump just after you collect the last star on this ledge. Grind the rail of the bridge that you land on to collect the last two stars. Good luck!

Shattered Gamer

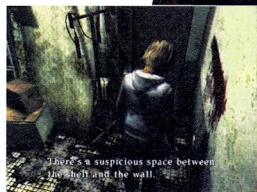
PS2

Contra: Shattered Soldier is the hardest game I've ever played but after many, many hours I made it to the final boss, only to receive a sound beating. Do you have any hints on how to beat it before I have another attempt?

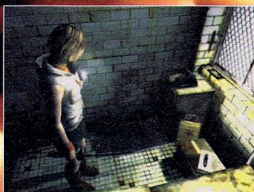
Colin McGann, Brighton

■ The last boss isn't that difficult but it comes as a bit of a surprise when you think you've completed the game. It has only two attacks – in the first, pink energy balls are fired at you that bounce around, so make sure you duck or jump away – stay near the edge of the plane to best avoid them, but you need quick reflexes.

Secondly, the boss sucks in air and expels four fireballs at you. You can tell when an attack is coming, because the frog takes a big breath. To avoid the fireballs, stand up until the last second and then duck. They should fly past your head to safety. If you duck too soon, the fireballs will be aimed at the plane and ignite the wing, making jumping difficult. Keep firing your machine gun at the boss and before you know it, you'll be victorious!



■ The code for the door changes every time!



Dead Hard **PS2**

I'm nearly at the end of *Dead To Rights* but I'm stuck on one of the bosses, Pinnacle. He's so big and strong that my punches have almost no effect on him. How the hell do you beat him?

David Marsh, Dover

■ You can't beat him just by hitting him, you must strangle him. Keep dodging and wait until he does a big punch combo. After it he'll bend over out of breath for a few seconds – this is your chance! Move round so you're behind him and press **○** to jump on his back. Now button bash **○+○** to

reduce his Oxygen meter and when it's depleted he'll lose energy. After a few seconds he'll throw you off and you'll have to start the process again. However, Pinnacle may grab you by the neck too, at which point you'll need to bash **○+○** to avoid running out of oxygen. He will throw you to the ground after a few seconds but if you want to escape early and cause him a bit of damage then press the buttons fast enough to fill your Oxygen meter. Not only will this release you from his grasp but you'll also give him a swift kick as you go. Don't forget you can still dive to avoid his big punches.



■ Pinnacle is extremely difficult to beat.



■ Don't let him grab your neck!

The Matrix **PS2** Has You

I hope you can help me, as *Enter The Matrix* is driving me up the wall. The level giving me problems is called Under The City, where you try to escape the Twins. I just can't make it to the end of the level without getting blown to bits. How do you get past this gruesome twosome, as they seem to be indestructible?

Seth Franklin, Hammersmith

■ The level is quite short, but extremely difficult thanks to the idiot they employed to drive your car. Your goal is simply to blast everything that moves and try to blow up as many vehicles as possible to prevent the Twins from catching up with you. Don't waste your ammunition trying to shoot the Twins, as they are totally immune to bullets – concentrate all your firepower on blasting any cars

in your way. Sometimes you'll need some luck to survive this mission.

Banged Up **PS2**

I'm stuck at the very end of *Prisoner Of War* on Chapter 5. I've managed to destroy the lab and now the Germans are after me. I know I've got to get to the glider to make my escape but I just can't get to it without getting caught.

Albert Davis, Folkestone

■ You have exactly five minutes to get to the glider and that won't be easy considering you're still in the German Compound. Dash back to the Admin Office and make your way through the German Canteen, making sure you check every keyhole for German troops. Once out in the courtyard duck under the barriers and proceed to the Bell Tower, then climb to the top as fast as you can. Tally-ho!



■ Blow up those vehicles or you'll get caught.



■ Once in the courtyard, duck under the barrier.



■ The baby is on that diamond.

Fight The Fur

I'm on the Quackenheim Museum level in *Fur Fighters* but I can only find eight of the nine babies. I've got a feeling the last one is in the vault but I don't know the combination to get inside. Can you tell me what the combination is?

Gavin Butler, Chester

■ If you want the combination go up to the first floor and into the cinema to watch Claude's film. Once it's finished push the buttons at the back of the room in this order – Bowl, String, Cat. Claude will then tell you the combination of the vault in the basement. Use it to get in and you'll see a Tweek baby on the diamonds hanging down. Go up the stairs and glide down to reach it then go through the exit.



■ Target that sub and release your missiles!

Spy Hard **PS2**

I know this game is a bit old now but I'm hoping you can still help me. I can't destroy all the scout subs on the mission Venetian Blind in *Spy Hunter*. I know it's only a secondary objective but I want to complete them all, can you help?

Dennis Rogers, Glasgow

■ To destroy the subs you will need to be in Stealth mode, otherwise they will hide underwater. Before every sub is a stealth charge, so make sure you don't miss them.

1. The first stealth charge is at the top of the stairs at the end of the road you start on. Once you are in Stealth mode target the sub up ahead and fire your missiles at it.
2. The second stealth charge is on

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Conflict Zone	Lord of Rings Two Towers	Starky & Hutch
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Dad Jon Vendetta	Matrix (Enter the)	Syberia
Devil May Cry 1 & 2	Max Payne	T. Terminator: Dawn of Fate
Die Hard: Vendetta	Metal Gear Solid 2 & Sub	The Gateway
Dynasty Wars 2: 3X1&8	Nightclub 1 & 2	The Sims
Enter the Matrix	No One Lives Forever	The Thing
Escape Monkey Island	Prisoner Manager 2002	Tiger Woods Golf 02&03
Evil Dead: Fol Boomstick	Prisoner Manager 2002	T. Raider: Angel of Dr.
FIFA 2002 & 2003	Prisoner Manager 2002	Tony Hawk's 3 & 4
Final Fantasy 10	Prisoner Manager 2002	Top Gun: Combat Zones
Futurama	Ratchet and Clank	Top Gun: The Tasmanian Tiger
GI Joe	Red Faction 1 & 2	Wolfenstein: Return to
Gelato	Res-Ex: C. Veronica X	WWE Crush Hour
Gran Turismo 3 & Conc	Return to C. Wolfenstein	WWE Smackdown 3 & 4
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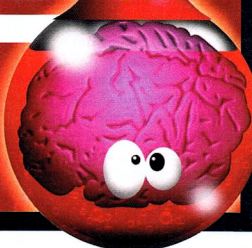
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Q&A ONLINE

ONLINE HELP FOR OUR READERS

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the left soon after the first sub. Drive up on to the land and up the ramp to reach it – when you land make sure you don't go back in the water. When you jump from the next ramp, target and destroy the second sub.

③ Carry on along the road to collect another stealth charge. When you get round the corner you'll see the sub in the water on the right. Target it and wait until you are in the air from driving up the stairs before firing your missiles.

④ When you have disabled the rocket, drive through the doors into the cathedral and up the stairs. Drive through the stained glass window at the top in order to find a stealth charge. When you land, boost to the water and then destroy the sub around the corner.

⑤ Once past the Weapons Boat

you'll come to another stealth charge on the right so use it to destroy the sub up ahead.

⑥ Around the next bend is another charge on the left. Once collected, go over to the ramp on the right to get back on the land. When you see the sub in the water, destroy it.

⑦ When you're back on dry land after disabling the nuclear sub, stick

to the right and use the ramp round the corner to reach a stealth charge. Target the sub in the water ahead and destroy it.

As you're a fan of Spy Hunter, Dennis, you may be interested to know that there's a sequel being released later in the year, and a possible movie in the works starring Dwayne 'The Rock' Johnson.



Follow our guide to getting all the stealth charges.



Spy Hunter is an old PowerStation fave.

Boss Bore PS2

I bet you get questions about final bosses all the time, but I'm really stuck on Drek in Ratchet & Clank. Can you tell me how to defeat him, as it's really starting to get on my nerves?

Kevin Fields, Liverpool

■ Don't worry Kevin, if we didn't get any questions about bosses we'd have to make up our own as that's pretty much all we get asked! When the fight against Drek begins you are still playing as Giant Clank, but unfortunately Drek has his own giant robot. After you've hit him a couple of times Clank gets returned

to his normal size, which is slightly unfair. Fill up with ammo from the Gadgetron Vendor then swing across to where Drek moves. Hit him with as many rockets as you can, avoiding his rockets and bombs. When a quarter of his energy has gone he'll move to another platform, so follow him. Watch out for mines this time and continue to hit him with rockets and your Blaster. Once his energy is down to half he'll move again. After the cut-scene run to the button and Power Slam it to stop the timer. Now continue to hit Drek with rockets. He will turn the timer on twice more, so get to it quickly to stop it. Once his health is down to a

quarter he'll start firing big energy bolts at you. Dodge them and keep firing until he's defeated. After the cut-scene Power Slam the switch to fire the cannon at the Blarg's new planet. Congratulations, the galaxy is safe again



Another boss beaten PowerStation style!

Further Reading



If you're still stuck on a game, then why not get the complete guide by ordering the relevant PowerStation back issue or PlusStation SSS tips book? Here's where you'll find guides to the most popular and problematic Q&A games (call 01454 642442 to check availability and to order)...

007 Nightfire	#83
Aggressive Inline	#78
Alone in the Dark: The New Nightmare	#43
Ape Escape 2	#87
CAC: Retaliation	SSS Vol 6
Colin McRae 3	#82
Commandos 2: Men of Courage	#79
Contra: Shattered Soldier	#86
Crash Bandicoot 3	SSS Vol 6
Dead to Rights	#90
Def Jam Fight for NY	#88
Delta Force: Urban Warfare	#78
Dread Ex	#77
Drill May Cry	#79 and #81
Drill May Cry 2	#76
Enter the Matrix	#89 and #90
FIFA 2003	#82
Final Fantasy X	#76 and #77
Grand Theft Auto: Vice City	#82, #83 and #84
Gran Turismo 2	#45 (#46) or #77
SSS Vol 8	
Gran Turismo Sport 2002	#77
Harry Potter and The Chamber of Secrets	#83 and #84
Headhunter	#75
Hardy Gently	#73
Herman 2	#80
Lara Croft Tomb Raider: Angel of Darkness	#90
Lord of the Rings: The Two Towers	#81
Mad Max: The Road to Nowhere	#89
Medal of Honor	SSS Vol 8
Medal of Honor: Frontline	#76
MedEvil	SSS Vol 6, or Platinum SSS Vol 1
Metal Gear Solid	SSS Vol 6
MGS: Special Missions	SSS Vol 8
Metal Gear Solid 2	#72 & #73
Metal Gear Solid 2: Substance	#86
Midnight Club 2	#87
Mortal Kombat: Deadly Alliance	#85
No-One Lives Forever	#77
Onimusha 2	#80
Parasite Eve 2	#53, or SSS Vol 9
Populous: The Beginning	SSS Vol 6
Pro Evolution Soccer	#77
Pro Evolution Soccer 2	#81 & #84
Project Zero	#79 & #80
Red Faction 2	#82
Ratchet & Clank	#81
Resident Evil 2	Platinum SSS Vol 1
Resident Evil 3: Nemesis	SSS Vol 8
Return to Castle Wolfenstein: Op. Resurrection	#90
Silent Hill	SSS Vol 7
Silent Hill 2	#88 and #89
Sly Raccoon	#84 & #85
Smash Court Tennis	#76
SOCOM: US Navy Seals	#89
Soldier of Fortune: Gold Edition	#76
Spall Blade	Platinum SSS Vol 1
Spider-Man: The Movie	#76 or #84
Splinter Cell	#87
Spyro the Dragon	SSS Vol 6
Spyro 2	SSS Vol 8
Star Wars: Bounty Hunter	#85
Star Wars: The Clone Wars	#85
State of Emergency	#73
Stuntman	#79
Syphon Filter	SSS Vol 7
Syphon Filter 2	SSS Vol 9
Tekken 4	#80
Tenchu: Stealth Assassins	SSS Vol 6
Tenchu: Wrath of Heaven	#86 and #87
The Godfather	#83
The Sims	#85
The Thing	#80
Timesplitters 2	#81
TOCA Race Driver	#79
Tomorrow Never Dies	SSS Vol 8
Tony Hawk's Pro Skater 3 (PS2)	#81
Tony Hawk's Pro Skater 3 (PSone)	#72 & 73
Tony Hawk's Pro Skater 4	#82
Turk Evolution	#79
Wakeboarding Unleashed	#89
Wild Arms	SSS Vol 6
WWE: Smackdown: Shut Your Mouth	#82
X-Men 2: Wolverine's Revenge	#88

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PowerStation

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HARDCOPY

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Welcome to your section of the magazine, where you can have your say on whatever you fancy. You can write in to Hardcopy via the usual address, or email powerstn@paragon.co.uk. Alternatively, head over to the forums at www.totalgames.net to meet some like-minded individuals and talk with other games fans!

WIN!

GOODIES!

The star letter of the month, as judged by us, will win its sender a top title for the PSone or PS2. All you need to do is indicate on your letter whether you want a PSone or a PS2 game as a prize and we'll do the rest!

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The prize

We'll send you a top-selling recently released title for the format of your choice (PSone or PS2). Feel free to ask for a specific game on your letter, but we regret that it may not always be possible to get the exact title you ask for.



Oliver's Army

Dear POWERSTATION,
I want to join the Marines when I am old enough, and have a point to raise with you. Why is it that in all war games on the PS2, you play as American troops, rather than British ones? It is an annoying bias, and I for one would love to play a game where you get to be the British instead of the Americans!

Oliver Wilson, Dorset

■ *It isn't something that is uppermost in our thoughts to be honest, Oliver. We just like playing games, no matter which side we are on! However, if you are that keen to play as the Brits then you could try SCI's Conflict Desert Storm. In this game you are able to play as British Special Forces, complete with some comedy accents!*

Virtual Insanity

Dear POWERSTATION,
My mate says that he is going to get a PSX soon, and claims it has just come out. But surely the PSX is the PSone, which was out years ago and is ancient! What's going on?

Marcus Elton, Bangor

■ *The PSX is actually a home entertainment system, set for a release in 2004. It will incorporate the PS2 chipset, so can play all PS2 and PSone games, but it will also act as a DVD player and recorder. A built-in TV tuner will allow programmes to be recorded to the 120 Gb hard disc or to a DVD, and there'll also be a broadband Ethernet connection. It's expected to retail for £300-£400, and your friend will be rubbing your face right in it.*



■ **Conflict Desert Storm** allows the player to join the British Special Forces!

STAR LETTER
James White, Northwood

Stuck On You

Dear POWERSTATION,
Why are so many games these days so hard to complete? I'm not just talking about games that challenge you and take a great deal of effort to complete, but games where it becomes stupidly hard to get anywhere. For example, *Contra* has some ridiculously tough boss battles, and if you want to unlock everything you have to do them ALL without getting killed! I am finding it sooo frustrating and it is sending me mad. Also, in *The Angel Of Darkness*, Lara dies time after time not because what she has to accomplish is difficult, but because the controls to make her do things don't work properly. It must frustrate you guys too, as you have to play all the games and unlock everything!

James White, Northwood

■ *It certainly can be frustrating when a game gets very tough, and *Contra* in particular is one of the hardest we have ever played. However, it is a good thing, in our book, that games are difficult. After all, if you spend £40 on something, you want it to last. Most games also offer different skill settings and rewards for different levels of player; it stands to reason that on the top skill settings things get very difficult.*

*Bad controls are, however, the most annoying things in *Christendom*. Your *Tomb Raider* example is a good one; Lara made such a meal of performing simple tasks that it just becomes incredibly annoying.*

However, if you are ever stuck on a PS2 game, you know where to turn – POWERSTATION, of course!





■ Surely no-one can have bought MK: DA without realising it was a little bloodthirsty?

Blood 'N' Guts

Dear POWERSTATION,
I recently played *Mortal Kombat: Deadly Alliance* and enjoyed it, but when I did Kano's fatality, I was disgusted by the amount of blood and guts. What I want to know is why so many games for the PS involve ripping people to bits?

I understand that the game is an 18, but it shouldn't have been put out on the shelves.

Jack Cochran, Nottingham

■ Have you been living on another planet for the past few years, Jack? *Mortal Kombat* has ALWAYS been notoriously bloody and violent and the fatalities in particular have ALWAYS been particularly graphic. As a result, the game was rated 18 by both the BBFC and ELSA, to ensure that people knew the contents were for adults only. If you don't like violence, then don't play notoriously violent games – simple enough, isn't it?

Movie Watch

Dear POWERSTATION,

Can I just say a few words about film licence tie-ins? Why are there so many poor games made by developers? Take *Star Wars* and *The Simpsons* as examples. *Clone Wars*

was pants (I took it back the same day) and *Simpson's Skateboarding* was also rubbish. I can honestly say I had never found a good game to come from a TV or film, until I played *Enter The Matrix*.

As a decent film tie-in, it is a novelty; I have nearly finished it (with some help from your guide). Who knows, it may even restore my faith in TV and film tie-ins. Well, at least until the next pile of bile comes out, which I will buy because I'm an idiot.

Mark Russell, Cheshire

■ This is a recurring theme throughout videogame history, Mark – film licences have often been hugely disappointing, lazily programmed affairs. The reason is simple; the success of the original licence means that the game will sell well however bad it is, so many companies do not invest much money into their titles as they know they won't see much difference in the return. Why spend millions to make a great game when it will sell by the bucket load anyway? Best to save the money and increase the profit. *Enter The Matrix* is one of the better efforts at a film licence in recent times, but it still isn't exactly a classic. Hopefully there are a few developers out there working on true top-class film titles that will deliver value for money. We'll believe it when we see it...



■ Clone Wars: pants



■ Enter The Matrix was a passable effort.

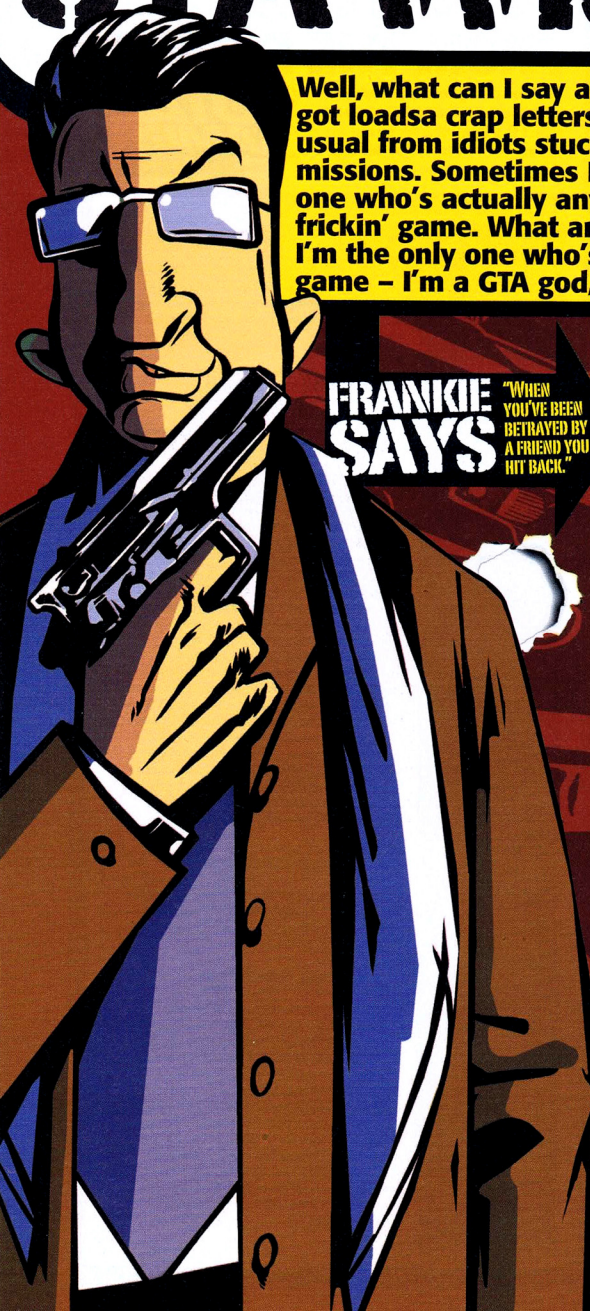
100% PlayStation 0% Fair PowerStation FROM THE FORUM

Got something to say? Head over to www.totalgames.net/forum and select the POWERSTATION forum to debate the hot topics of the day with other readers!



AUTHOR	TOPIC: THE EYETOY ARRIVES!
Forza!!!	■ Posted 22 July 2003 01:10 PM What does everybody on this forum think of the Eye Toy? Is anyone planning on getting one? I'm not sure whether or not to take the plunge, and would appreciate advice from any other forum peeps!
Happiness	■ Posted 22 July 2003 01:16 PM Can't say it appeals to me - looks like something of a gimmick to me. I doubt it will catch on to be honest.
Steve26	■ Posted 23 July 2003 08:12 PM I've got one already! And I have to urge everyone else to do so immediately! At first I wasn't sure but then I got a bonus at work and I thought 'why not?' so I got it. It's perfect for the kids (I have two little people) who love leaping around playing the games that come with it, but it wasn't until I came back from the pub with a couple of mates until I realised just how much fun it could be. Admittedly I was a bit wellied, and physical co-ordination isn't a strong point at the best of times, but we were in fits of laughter. I'd compare it to a dance mat; you might think it sounds like a stupid idea, but once you have one, there's loads of fun to be had. I actually think it is more fun than a dance mat (yes, I have one of those too, I must be old and out-of-touch) because it has a few more potential applications. Get yourself an Eye Toy, and you won't regret it, I promise. I haven't laughed so much in years!
Followme	■ Posted 24 July 2003 10:48 PM Are Sony planning to do anything else with the Eye Toy? Or is it just a one-off with the games in the pack that you can buy now?
Mrkool	■ Posted 27 July 2003 09:55 PM As I understand it there are more games planned. There is also the chance that the device will be compatible with online games so you can see as well as hear other players in online games. Not sure how successful it is going to be in that respect, but certainly as a 'novelty' add-on it is great fun. My mate has one and we both think it's great fun, but it can't half knacker you out! I believe Sony have also mentioned the possibility of using the device to let players photograph their face and map it onto a character in their online games, which is cool - and of course, there's always things like video-conferencing that it could be used for.

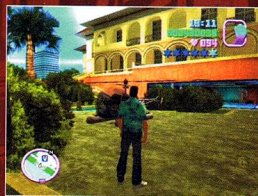
GTA WISEGUYS



Well, what can I say about this month? I got loadsa crap letters an' emails as usual from idiots stuck on the easiest missions. Sometimes I think I'm the only one who's actually any good at this frickin' game. What am I sayin'? I KNOW I'm the only one who's good at this game - I'm a GTA god, ya morons!

FRANKIE SAYS

"WHEN YOU'VE BEEN BETRAYED BY A FRIEND YOU HIT BACK."



The Sea Sparrow is behind the mansion, idiots!

Dear Frankie,

It is possible to blow up Hillary's car in The Driver mission. When the mission starts quickly hop out of your car and enter the Blow Up All Cars cheat. Hillary will blow up with his car so steal a car to finish the race. You'll come first but when you cross the finish line it will say 'Mission Failed' and a message saying Hillary died. **Bob, via email**

FRANKIE SAYS:

Answer me this, moron - what's the point of blowing Hillary up if it don't let you win the race in the end? That's gotta be the dumbest thing I ever heard!

Dear Frankie 'The Finger',

I'm confused, because I don't know what the next GTA game is. First it was just GTA4, and then I heard it was Sin City, now it's San Andreas. I was hoping you could tell me for sure what the next one is.

Adam Weir, via email

FRANKIE SAYS:

It don't take much to confuse ya does it? I doubt tha people makin' tha game have decided on a name yet, an' what difference does it make what it's called anyway? Why don't ya worry about somethin' more important ya idiot.

Dear Frankie 'The Finger',

I've finished all the levels in Vice City but I can't find the Sea Sparrow anywhere. I was wondering if you could print a photo of its whereabouts, I've checked every shore but I just can't find it.

Ross Agnew, Falkirk

FRANKIE SAYS:

You'll find it round the back of ya mansion on Starfish Island. It ain't always there though so keep tryin'.

Dear Frankie 'The Finger',

When you kill Diaz and you do the mission when you go to the North Point Mall and smash all the windows, I find it very difficult. Could you give me some tips on how to do it?

Liam O'Reilly, Burnley

SHARK!!

Dear Frankie 'The Finger',

I just want ask you something: what the hell is the point of the Easter egg if it doesn't do anything? Also, I have found a big shipwreck which is north of North Point Mall, and a fat guy who's wearing concrete boots east of the Greasy Chopper biker bar. Have fun big shot.

Sam Thomson, via email

FRANKIE SAYS:

There ain't no point to tha Easter egg, it's just a secret ta find, what the hell do ya want it to do? Ya may

Find the ship in its watery grave



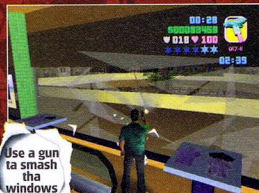
have found the shipwreck and guy in concrete boots but ya didn't find the submarine west of the shipwreck or the shark swimmin' around the same area, ya frickin' wise guy.

FRANKIE SORTS IT!

Send your questions or cheats to:

GTA WiseGuys,
PowerStation,
Paragon House,
St Peter's Road,
Bournemouth,
BH1 2JS

Or email
thefinger@
paragon
.co.uk



Use a gun
ta smash
the windows

FRANKIE SAYS:

The fastest way to smash all the windows is to use a gun as ya don't have ta go right up ta tha window ta do it. Keep movin' otherwise the mall security and police will be on ya case.

Dear Frankie,

Why is Lance so slow? On 'Death Row' he is so slow to get to the car and you fail the mission. Why can Lance not run fast, he always lets you down, I'm glad you have to kill him on Keep Your Friends Close... Also, how you get past Cap the Collector?

Alex Summerly, Tyne and Wear

FRANKIE SAYS:

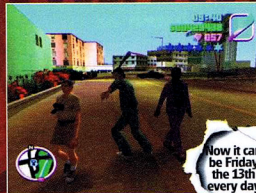
He's slow 'cause he's just been tortured, ya insensitive idiot. As for 'Cap the Collector', just make sure ya got a fast car so you can catch 'em all.

Dear Frankie,

I'm trying to complete all the arena races but I'm having real trouble with the Hotring. My car just gets destroyed or I don't finish in the top three. Do you



Ya gotta
be quick
ta save
Lance



Now it can
be Friday
the 13th
every day

have any tips on how to do better?
Geoff Harper, Berkshire

FRANKIE SAYS:

If ya car gets beat up you can stop in the pits ta get it fixed but this'll cost ya a few places. Drive-bys are still allowed so make sure you're carrying an automatic to dispose of your opponents. It ain't exactly sportsmanlike but it'll help ya win the race.

Dear Frankie,

I'm a big fan of the Friday 13th films and I've read that there's a Jason Voorhees outfit in Vice City. Can you tell me if this is true and where to find it?

Thomas Benn, Leicester

FRANKIE SAYS:

Ya must be talkin' about the 'Bank Job' outfit, which consists of overalls and a hockey mask. Finish that off with a machete and I guess you'd look like Jason. Ta get tha outfit ya gotta complete the Malibu Club mission 'The Job'. It'll then be available from the office in the club.



We're
gonna
need a
bigger
boat!



Find tha
sunk
sub near
tha mall



Concrete
boots -
one size
fits all

TIME TRAVEL

Dear Frankie 'The Finger',

My mate says there's a DeLorean in Vice City like the car in Back To The Future. I've never seen one cruising the streets so I don't believe him, can you tell me whether this is true or not?

Jack Mason, Salisbury

FRANKIE SAYS:

He's talkin' about the Deluxo, which bears a passin' resemblance to a DeLorean with the exception that it don't go back in time if you get it up ta 88mph, more's the pity. Ya won't see 'em cruisin' tha

streets 'cause they're only available from Sunshine Autos once ya complete the first car list at A+B Auto.



It ain't a DeLorean but it's the next best thing.



The only way to beat Hilary is ta race him fair an' square. There ain't no point in cheatin'.



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TRAINING PITCH

► WHERE THE BEJEWELLED ONE PASSES ON HIS WISDOM...

WARRANTY

Sadly Big Ron cannot respond to letters personally. He's far too busy inventing strange football phrases.

I've had a lot of letters asking for help making that first promotion from Division Three – this is a difficult task, especially on the harder difficulty settings. I've decided to pass on the wisdom of my experience to you, so listen to the master!

QUESTIONS

IF YOU HAVE A QUESTION RELATING TO A FOOTBALL GAME (NOT JUST PRO EVOLUTION) THEN SEND IT IN TO:

TRAINING PITCH,
POWERSTATION, PARAGON
HOUSE, ST PETER'S ROAD,
BOURNEMOUTH, DORSET,
BH1 2JS OR EMAIL
POWRSTN@PARAGON.CO.UK

big ron

PRO EVO COUNTDOWN

Pro Evolution 3 is now due out in November. Start saving those pennies!



■ You don't want a system that leaves you exposed at the back.



■ Selecting the right tactics and formation can make all the difference.

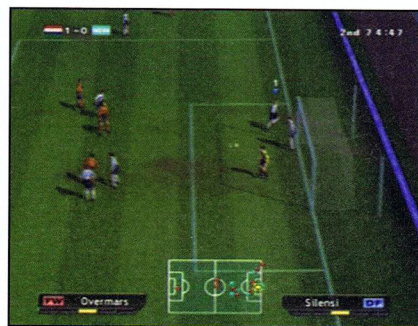
The Formation

I've always found that the standard formations work fairly well, and prefer the 3-4-3B formation as it offers good attacking options as well as leaving the defence strong. However, in the early games, before you can sign anyone, it can make sense to go for 4-5-1 and play to hit your opponents on the break until you have a couple of star players to exploit.

The Personnel

Your starting squad doesn't cut the mustard, frankly, and more

players are needed. However, if you get too many then you'll be struggling to pay their wages, so don't sign more than five players in your first season. NEVER bid for players at other clubs – go for unregistered international players instead, they are far cheaper. I always try to get five of the following onboard during the transfer window: Rustu (Turkey, GK), Kilbane (Ireland, MID), Tainio (Finland, MID), Olisadebe (Poland, ATT), Mpenza (Belgium, ATT), Allback (Sweden, ATT) and Babangida (Nigeria, WNG). With some of these guys on board, you should find results start to swing your way.



■ Fast players like Overmars are a real benefit to your side, and it is vital to check that all-important speed stat.

Selection Process

The third division has fewer teams to worry about, so fatigue is not a major problem. That said, make sure you sub your star players if you are winning comfortably, to keep them fresh for the next game. When choosing a team, speed is the most important asset to bear in mind – a slow player is no good to anyone.

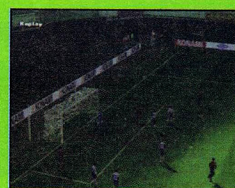
Long Term Plan

On harder difficulties (especially on Extreme) it is better if you take a while to get promoted. After three seasons, you will have a squad which is capable of doing well in Division Two; early promotion can often result in an under-strength squad which will consequently come straight

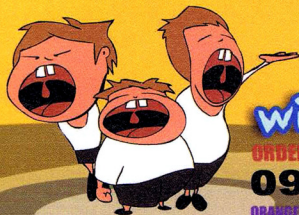
back down again. As a result, it makes sense to build your squad slowly, buying five players or so each season. This should help you win more games and even out your points deficit, so some cash can be accumulated over the rest of the campaign and after a couple of years, your squad should have the strength in depth to make real progress.



■ Look out for unsigned internationals!



■ Sustainable improvement is the way to go.



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- 107052 Simpsons
- 107810 Eminem - Lose Yourself
- 107142 Charlie Brown - Theme
- 109012 Theme - Pulp Fiction
- 110068 Sk8er Bol - Avril Lavigne
- 108932 Theme - Halloween
- 109306 Stevie Wonder - Superstitious
- 108715 The Lord Of The Rings - Love Theme
- 110304 All The Things She Said - tATu
- 107816 Lasgo - Pray
- 108621 The Good, The Bad And The Ugly
- 107896 Film Theme - Mission Impossible
- 109309 Michael Jackson - Beat It
- 108856 The Benny Hill Show
- 107019 Insomnia - Faithless
- 109298 Don Henley - Dirty Laundry
- 108645 Jaws - Jaws Theme
- 108975 Hot Chocolate - You Sexy Thing
- 108582 The Godfather - Speak Softly Love
- 107822 Love Inc - You're A Superstar
- 110626 Move Your Feet - Junior Senior
- 108572 Cartoon Theme - Inspector Gadget
- 111140 50 Cent - In Da Club
- 108310 Nelly & Kelly - Rowland Dilemma
- 108603 Bahamien - Who Let The Dogs Out
- 107004 Tubular bells - Mike Oldfield
- 108738 Celine Dion - My Heart Will Go On
- 108315 Theme - Only Fools And Horses
- 107023 James Bond - 007

Movie Polyphonic Tones

- 108874 007 - Golden Eye
- 108622 Romeo & Juliet
- 109213 Pocahontas
- 109146 Ghost
- 109139 Fly Me To The Moon
- 109119 Psycho
- 108195 Beverly Hills Cop - Axel F
- 109255 Terminator
- 107740 Can You Feel The Love Tonight
- 108523 Charlots Of Fire
- 109095 Beetlejuice
- 109083 Aladdin - Elton John
- 108299 Eye Of The Tiger - Rocky
- 110901 Goldeneye
- 109887 I Don't Wanna Miss A Thing
- 109171 Jaws
- 109173 JFK
- 109176 Jurassic Park
- 110879 Bright Eyes - Watership Down
- 108472 E.T.
- 108281 Indiana Jones
- 108738 My Heart Will Go On
- 109198 Naked Gun
- 109012 Pulp Fiction
- 107026 Self Preservation Society
- 108316 Shaft
- 109224 Rainman
- 109174 Jumping Jack Flash
- 107799 Staying Alive
- 109274 The Bodyguard

Top Gun

- 108304 Top Gun
- 107896 Mission Impossible

R'n'B & Rap Polyphonic Tones

- 111138 All I Have - Jennifer Lopez & LL Cool J
- 107029 Always On Time - Ja Rule
- 109841 Baby Baby Baby - TLC
- 112593 Boy (I Need You) - Mariah Carey
- 108310 Dilemma - Nelly & Kelly Rowland
- 108311 Dynamitee - Ms Dynamite
- 108275 Fooolish - Ashanti
- 107834 Girlfriend - Alicia Keys
- 107815 Happy - Ashanti
- 110262 Hidden Agenda - Craig David
- 108223 It Takes More - Ms Dynamite
- 107027 Jumpin Jumpin - Destiny's Child
- 111684 Mesmerize - Ja Rule feat Ashanti
- 109895 More Than A Woman - Aaliyah
- 107768 No Scrubs - TLC
- 107867 Put Him Out - Ms Dynamite
- 109843 Red Light Special - TLC
- 111685 Scandalous - Miss-Teeq
- 107862 Stole - Kelly Rowland
- 110419 Survivor - Destiny's Child
- 107858 Thug It Out - Ja Rule ft Bobby Brown
- 110953 U Got It Bad - Usher
- 107025 Whatta Flava - Craig David
- 110230 Work It - Nelly feat Justin Timberlake
- 110260 03 Bonnie and Clyde - Jay-Z
- 107889 1000 Kisses - Will Smith
- 107882 21 Seconds - So Solid Crew
- 109794 Ain't Nothin' - Snoop Doggy Dogg
- 107195 Because I Got High - Afroman
- 109872 C U When You Get There - Coolio
- 109867 Can't Touch This - MC Hammer
- 108291 Cleaning Out My Closet - Eminem
- 109869 Come With Me - Puff Daddy
- 109871 Criminal - Eminem
- 108879 Everyday People - A Development
- 107756 Gangsta's Paradise - Coolio
- 111142 Gossip Folks - Missy Elliott ft Ludacris
- 107883 Haters - So Solid Crew
- 109041 Hey Sexy Lady - Shaggy
- 108203 Hot In Here - Nelly
- 108680 How Gee - Black Machine
- 108600 I Be Messing You - P Diddy
- 111140 In Da Club - 50 Cent
- 110915 Kim - Eminem
- 108255 Livin' It Up - Ja Rule ft. Case
- 110407 Lollipop - Snoop Dogg
- 107895 The Real Slim Shady - Eminem
- 108321 Ugly Bubby - Spanxox
- 108210 Way I Am - Eminem
- 107053 Without Me - Eminem
- 109057 Work It - Missy Elliott
- 109795 Zand Hust Laz - Snoop Doggy Dogg

Rock & Pop Polyphonic Tones

- 109609 2 Minutes To Midnight - Iron Maiden
- 109406 Abbey Road - Beatles
- 109469 Action - Del Leppard
- 111514 Addicted To Love - Robert Palmer

Aeroplane - Red Hot Chili Peppers

- 108740 All God's People - Queen
- 108790 All My Life - Foo Fighters
- 109407 All Together Now - Beatles
- 108337 By The Way - Red Hot Chili Peppers
- 109616 Can I Play With Madness - Iron Maiden
- 107776 Can't Be Seen - Rolling Stones
- 109299 Dream On - Aerosmith
- 109551 Dreams - Fleetwood Mac
- 109659 Drifter - Jimi Hendrix
- 109697 Echoes - Pink Floyd
- 109548 Edge Crusher - Fear Factory
- 109410 Eight Days A Week - Beatles
- 112300 Elected - Alice Cooper
- 109698 Embryo - Pink Floyd
- 108826 Eminence Front - The Who
- 108270 Envy - Ash
- 109544 Epic - Faith No More
- 108905 Escape - Metallica
- 108271 Everyday - Bon Jovi
- 109847 Everything About You - Ugly Kid Joe
- 109384 Falling In Love Is Hard - Aerosmith
- 109745 Fat Bottomed Girls - Queen
- 109618 Fear Of The Dark - Iron Maiden
- 109699 Fearless - Pink Floyd
- 108700 Final Cut - Pink Floyd
- 109656 Fire - Jimi Hendrix
- 109660 Fire - Jimi Hendrix
- 109591 Fifth Of Fifth - Genesis
- 109619 Flash Of The Blade - Iron Maiden
- 109549 Flashpoint - Fear Factory
- 109592 Follow You Follow Me - Genesis
- 109366 For Those About To Rock We Salute - AC/DC
- 109620 Fortunes of War - Iron Maiden
- 109657 Fox Lady - Jimi Hendrix
- 109357 Free Falling - Tom Petty
- 109827 I Can See For Miles - The Who
- 109750 I Can't Live Without You - Queen
- 109554 I Don't Want To Know - Fleetwood Mac
- 108419 I Feel Fine - Beatles
- 109535 I Shot The Sheriff - Eric Clapton
- 109418 I Wanna Hold Your Hand - Beatles
- 109044 In My Place - Coldplay
- 109645 Killers - Iron Maiden
- 107146 Killing In Name Of - Rage Against
- 107871 Machine
- 109475 Little By Little - Oasis
- 109807 Love Bites - Del Leppard
- 111529 Love Struck - Stevie Ray
- 109707 Lovestruck - The Cure
- 110452 Lucifer Sam - Pink Floyd
- 108323 2 Can Play That Game - Bobby Brown
- 112294 A Thousand Miles - Vanessa Carlton
- 107879 ABC - Jackson Five
- 108815 Alive - S Club
- 110855 All By Myself - Celine Dion
- 107024 All Hooked Up - All Saints
- 110304 All Rise - Blue
- 108819 All The Things She Said - tATu
- 108359 Alone Again - Dave Marshall & The Mojo
- 108842 Angels - Robbie Williams
- 107044 Any Time You Need A Friend - Mariah Carey
- 110460 Anyone Of Us - Garath Gates
- 108334 Automatic - Sarah Watterson
- 110868 Automatic High - S Club Juniors

Baby One More Time - Britney Spears

- 108641 Barbie Girl - Aqua
- 108529 Be With You - Atomic Kitten
- 107836 Be With You - Groove Brothers Edit
- 107845 Beautiful - Christina Aguilera
- 111686 Being Nobody - Liberty X feat Richard X
- 112642 Betty Davis Eyes - Kim Carnes
- 108631 Betty - Blink
- 110874 Bills Bills Bills - Destiny's Child
- 108542 Bittersweet - S Club 7
- 108596 Boom Boom Boom Boom - Vengaboys
- 108813 Boot Scootin' Boogie - Brooks & Dunn
- 110877 Bottle Call - All Saints
- 107005 Bop Boi Baby - Westlife
- 109682 Borderline - Madonna
- 111139 Born To Try - Delta Goodrem
- 109043 Boys - Britney Spears
- 110880 Bugaboo - Destiny's Child
- 107897 Can't Get You Out Of My Head - Kylie
- 108601 Can't Help Falling In Love - UB40
- 107006 DJ - H And Claire
- 108339 Do And Don't For Love - Kioki
- 109066 Don't Let Me Down You & I - Will Young
- 108217 Don't Let Me Get Me - Pink
- 109077 Don't Stop Movin - S Club 7
- 107749 Don't Tell Me - Madonna
- 107818 Feel - Robbie Williams
- 108593 Goodbye - Jessica
- 108756 I Love It When We Do - Ronan Keating
- 107842 I Love Rock'n'Roll - Britney Spears
- 108878 I Love The Nightlife - Alicia Bridges
- 107829 I Want You Back - Jackson Five
- 108222 If Tomorrow Never Comes - Ronan Keating
- 111525 If You Don't Know Me By Now - Simply Red
- 112648 In The Air Tonight - Phil Collins
- 108981 In Your Eyes - Kylie
- 110975 Incredible - Darius
- 107823 Naughty Girl - Holly Valance
- 110928 Never Ever - All Saints
- 107806 One Love - Blue
- 112655 One More Night - Phil Collins
- 108745 Ooops I Did It Again - Britney Spears
- 109892 Paradise Of The Dashboard Lights - Meatloaf

Television Polyphonic Tones

- 107898 A Team
- 108213 Airwolf
- 108306 Bananaman
- 108215 Batman
- 109080 Beverly Hills 90210
- 107040 Big Brother
- 109107 Cagney & Lacey
- 110392 Chocolate Salty Balls
- 107741 Coronation Street
- 112298 Dallas
- 109127 Dr Who
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- 111694 Emeraldale
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GUIDE WRITTEN BY: MIKE O'SULLIVAN



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SAME"

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LARA CROFT TOMB RAIDER ANGEL OF DARKNESS

Let's face it, there's only one magazine you can trust to take you through the second part of Lara's latest adventure: PowerStation!

THE LEGEND RETURNS

LARA'S BACK!

Welcome to part 2 of the definitive guide to Lara's new exploits! Because last issue was so popular, and some readers may have missed it, we've reprinted the levels from The Archaeological Dig onwards, as well as the new missions from Prague. Armed with this, completing the game is easy!



MAP KEY

- 1 WAYPOINTS
- AMMO
- CHOCOLATE
- DUBLOONS
- EUROS
- HEALTH

ESSENTIAL SURVIVAL HINTS AND TIPS

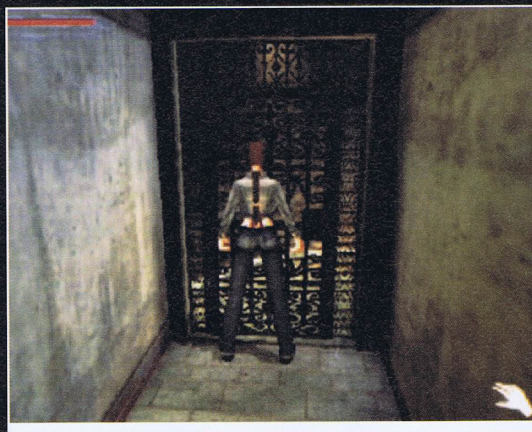
GETTING THE MOST OUT OF LARA

TIPS

SAVE YOURSELF

Large parts of *The Angel of Darkness* involve difficult jumps to be performed, and if they aren't pulled off, then Lara can plunge to her death pretty darned

quickly. As a result, it makes a great deal of sense to save your game regularly, so that you needn't keep repeating large sections of the game over and over again



TIPS

GIVE THE GIRL A HAND

When the hand symbol appears in the bottom right of the screen, it means Lara can interact with something when you press the button. It is worth

searching rooms and areas to see if the hand symbol appears at all. If it does, you might find she can open a door or cupboard to find some goodies.

TIPS

UP THE WALL

Lara can climb some walls, but it isn't always obvious which ones. If you seem to be at a dead end, try climbing the walls!

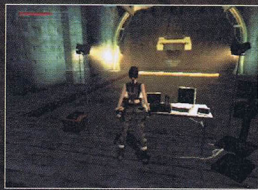


TIPS

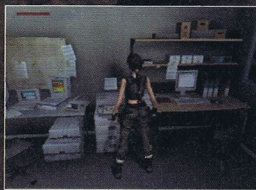
GETTING STRONGER

Lara can earn physical upgrades as she progresses through the game, and these can then allow new areas to be reached. If Lara says "I'm not strong enough" or something similar at any point, the odds are that an upgrade is available to you on that level, and that the new area will be accessible once it has been located. Typically, upgrades are earned by pulling certain crates towards you or breaking doors down.

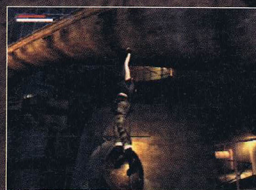
I feel stronger now.



■ That scanning machine will help you find a clue.



■ That printout will come in handy – so take it.



■ Hang from the bridge to the far side and pull up.



■ Put the symbols in order to open the door! Magic!

PARIS

ARCHAEOLOGICAL DIG

1 In this cabin kill the guard, then use the switch on the wall to power up the machines in the next area.

2 Another guard will be in this tent, so take him out.

3 Use the machine in here to scan the ground. To the top left of the area, you will find a strange symbol. Take the printout of it and leave.

4 Here, Lara learns more about the dig. Take another printout of a strange symbol. As you leave, another guard attacks, so be careful.

5 Climb down to the bottom of the pit and kill the guard. Climb the wall to the top, hang under the bridge and go to the far side. Pull up onto the bridge and head for the object of the dig, the pillar of rock.

6 Call the lift to the top, then drop down to the level below, where

Lara is faced with a puzzle. There are four levers round to the right and by pulling each one down, the corresponding row will not move when Lara pulls the lever on the main puzzle. Think of it as a fruit machine with 'hold' and 'nudge' buttons and things should be a little bit easier to understand. Lara must get the code by moving the puzzle round until she has a piece in the right place, then going to the levers and pulling the corresponding one down to keep it in place. When all four symbols are correctly matched, the door above will open and Lara can drop through to the next level. Two of the symbols are written down in Von Croy's notebook – the outside symbols. The two etchings you have found are the missing pair of symbols that go in the middle of the puzzle.





■ Use the cable to reach the next building.



■ Jump to this platform from the bridge, then across to shimmy and drop to that ledge.



■ Use this wall to climb down and reach a new ledge.



■ These ledges appear when the switch at the bottom is flicked.

PARIS

TOMB OF ANCIENTS

▶ Follow the corridor along and drop down to reach the tomb itself. A long way down, isn't it! Begin by climbing down to the ledge below Lara, by hanging onto the wall. From here, jump to the wooden beam that is jutting out, and enter the nearby tunnel. Drop down to land on the broken bridge. Take a running jump across the bridge (aim to land on the left-hand side, as it's a bit lower).

Pick up the **Bandages** on the far side, then jump diagonally from the bridge to the only platform without a gargoyle on it. From here, leap to

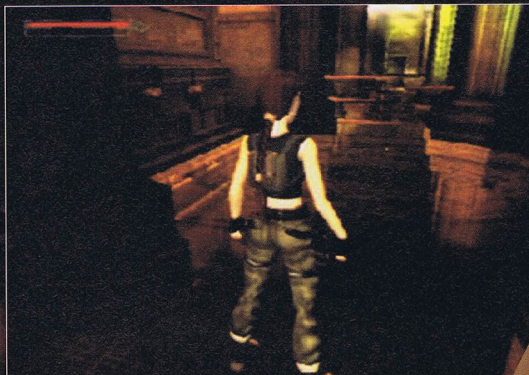
the next platform (with a gargoyle, near a ledge). Drop and shimmy round the edge of this platform until you can drop safely onto the ledge sticking out from the side of the chamber. A section of this ledge is climbable wall, so climb down to the next opening, then hold the wall again and head left to another ledge. From here, jump to another beam sticking out from the wall. Pull the lever on this beam to reveal a series of ledges, and use them to reach the ground floor.

You can't kill the skeletal guard at the bottom, so save your ammo.

Instead, crawl through a small gap to find another lever. Pull it, and more platforms will be revealed. Use them to reach the alcove with the orange tinge and pull another lever. This opens the trap door at the bottom of the pit, so return to the ground and drop through it.

Head right and kick through the door to earn an **Upgrade**, and get the **Shotgun** and **Ammo** from inside. Then follow the passage to the long room with a mosaic floor. Pull the lever to the

right of the door, then QUICKLY run through the room to the far side to get through the door. Don't worry about avoiding the darts too much, as they only cause a little bit of damage, the key thing is to jump over the huge blades that appear after the lever is pulled. On the far side, carry on through the doors to complete the level.



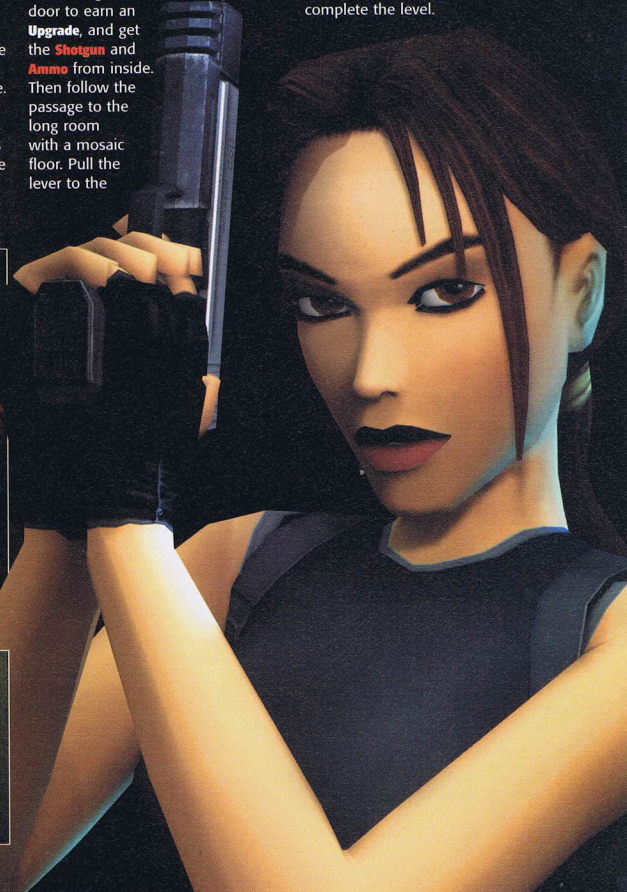
■ Jump over the blades in this room and run through the far door!



■ The skeleton cannot be killed, so preserve your ammo.



■ Getting this grate open is what this level is all about, so jump to it!



PARIS

THE HALL OF SEASONS

▶ This circular room is a hub for four sub levels. Each of the four stones in the middle of the floor opens three doors, all of which have levers to pull. Every time a lever is pulled, a trapdoor opens. If you are quick, you can jump back to safety, but if not you drop into a new level

below ground. It is a circular corridor full of traps, but they aren't difficult to avoid. Head around until you find a lift on the outside wall that returns to the main hub, then pull a DIFFERENT lever in front of one of the other doors. When all the levers have been pulled, the main room will open.



■ Stepping on each symbol grants access to a different set of rooms.



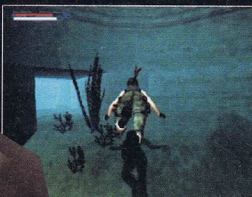
■ Try and avoid the undead warrior who patrols this area. He is slow, so it shouldn't be difficult.

WINTER

NEPTUNE'S HALL

▶ Dodge the fireballs from the undead guard, then grab the **Ammo**. Jump into the water and swim down to a submerged room. Swim through the door at the end (timing it so you miss the blades) and pull the lever. Swim back to the first room and pull up out of the water. Drop through the hole into the room you just filled with water. On the bottom, near the plants, is a small corridor. Swim through it and pull the lever at the end, then return and pull up through one a newly opened gap into a circular pipe that drops down at the end.

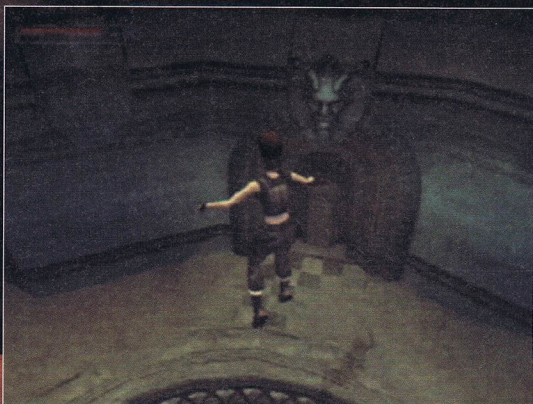
Swim like fury now, as this will be a close-run thing. You will need to dodge past some evil blades, so save regularly to avoid frustrating deaths, and pull up for a breather in a small room off to the right. Then it's back into the water, and through to the main room, where you can grab a water crystal. Head to the bottom of the pillar that had the water crystal on it, and pull the lever there, then swim up through the open grate. Take a breather, then enter the newly opened door. Return to the first room, and leave with the crystal!



■ Swim through the tunnel near the seaweed.

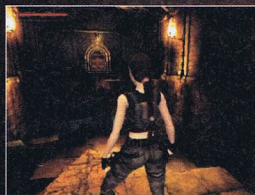


■ Grab that crystal, then pull the lever at the bottom of the column.

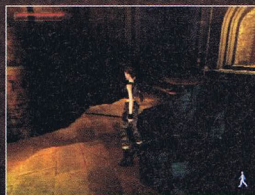




■ Sticking to the edges holds the key to successfully negotiating this level.



■ Doesn't seem like it'll be possible to get across, does it?



■ The left side of this bridge collapses – you've been warned!



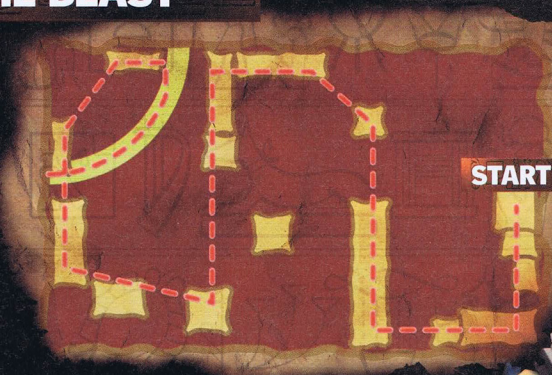
■ Dodge these guys and flick the switches in order to escape!

SPRING

WRATH OF THE BEAST

▶ Follow our guide to getting to the far side of the room. Look out for collapsing platforms, which require moving onto the next jump quickly. Save often, and be careful crossing the final bridge as it collapses and you need to stay to the right-hand side. Take the Earth Crystal from the door and the room will transform again.

Now all you need to do is flick the two switches on either side of the room. Dodge the skeletons by jumping a lot, and if you are set alight, head for the water pouring in at either end of the room. When both switches are hit, the door back to The Hall Of Seasons will open.



SUMMER

THE SANCTUARY OF FLAME



■ Why is nothing ever easy?



■ Jump to the platforms, keeping out of the lava!



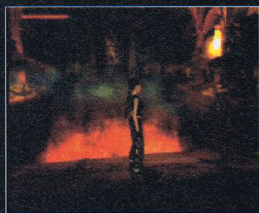
■ Keep moving, as the platforms will sink.



■ Look out for those columns of flame!

▶ Probably the easiest of the rooms, you must simply cross to the far side and grab the Fire Crystal, then return via the platforms that haven't dropped into the fire. It really is that simple, though it is a good idea to look out for those fireballs as they can do some damage. Be ready to jump!



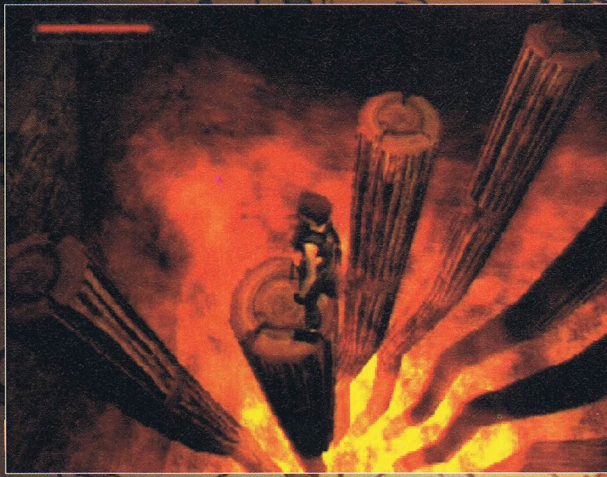


■ These winds can blow you away from the platform you aim for – most frustrating.



■ After flicking the switch behind the wall, these platforms will rise.

■ It's a good idea to save after EVERY successful jump.

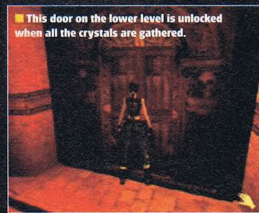


AUTUMN

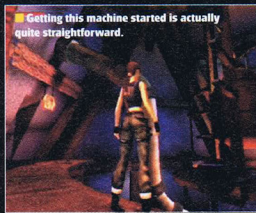
THE BREATH OF HADES

▶ Head to the right of the room and push the wall in to reveal a lever. Pull it to raise a series of platforms. The aim is to get to the far side of the room via the platforms, but the gases expelled by the gargoyles will blow you off course if

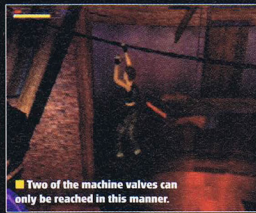
they catch you. The swaying platforms can make things a little tricky, but it pays to wait until the platform is the right distance away before jumping. For the shorter jumps, hold **○** while jumping to perform a shorter 'hop'.



■ This door on the lower level is unlocked when all the crystals are gathered.



■ Getting this machine started is actually quite straightforward.



■ Two of the machine valves can only be reached in this manner.

PARIS

HALL OF SEASONS

▶ Once all four crystals have been found, place them into the picture frames in the room just off the Hall Of Seasons. This will open a door on the lower level. Go through one of the opened doors and drop down to that lower level (the corridor with all the traps) and work your way round to the door on the inside wall that has now been unlocked.

Head down the spiral staircase and pull the lever to enter a large chamber with a mechanical contraption in the centre. You'll see there are three pipes leading to the central contraption; by each one is a valve. All three need to be turned. The first one is easy – simply head left on the starting platform and it is at the end. The second requires climbing down to the floor, then up the central contraption. On the first

platform is a chain, which you can use to hand-over-hand to a platform near the second pipe. Climb the ladder and backflip to a wooden beam, then climb another ladder to reach the valve.

Jump across to the higher platform on the central machine, and you'll find another chain which you can use to hand-over-hand to a beam where the final valve is located. Return via the chain to the machine, then jump back to the starting platform. Climb to the ground then up to the valve that has opened on the machine. Turn it, then immediately drop off the machine to the floor, as blades appear from everywhere! You need to head back to the door you entered by, so move anti-clockwise round the base of the machine, as that is the way the blades turn and avoiding

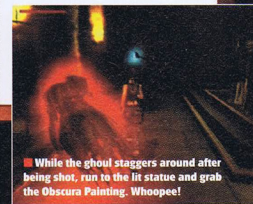
them is a little easier. When you see the ladder to the door, jump over to it and exit the room by flicking the switch by the door. Exit into the tunnel of traps and head left until you reach the lift to return to the Hall Of Seasons main chamber.

As you can see, there are now four columns moving up and down in the middle of the room. Climb the lowest one at its lowest point, then jump around them to the largest one, timing your leaps for when the platform you are on is at its highest. From the top pillar, jump and grab the circular platform in the middle, then move to the outside, run around the chamber and head up the stairs.

Run clockwise on the top level until you reach the collapsed section, then climb the wall to the first ledge. Flick the switch to open a door on the previous level, then leg it back there and push the wall to earn a strength **Upgrade**. Return to the ledge with the switch on, then head up and right to reach another ledge – it's a close call

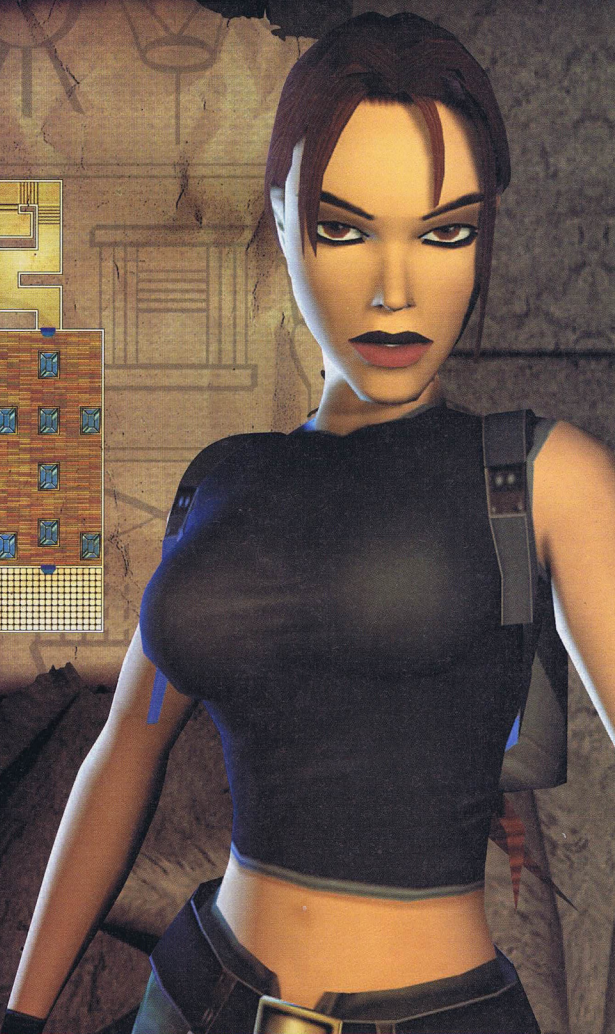
THE SPIRIT OF THE KEEPER

This boss is actually quite easy to beat. Notice the blue light on one of the statues. It will move if you get too close, so make a note of which statue it's on, then hammer away at the ghost with your shotgun. After a few hits, it will start to sway from side to side. When that happens, put the gun away and run to the statue with the blue light. Press **○** to get the painting, then run to the door. Head along the corridor and enter the Tomb Of Ancients, which is now flooded. Swim to the top and back out through to the archaeological dig to the Louvre galleries.



■ While the ghoul staggers around after being shot, run to the lit statue and grab the Ancient Painting. Whoopee!

and, if successful, you will only just make it! From this ledge, grab the ceiling again and head to the centre of the roof, where you can climb out and left before your grip expires. Head through the door at the top and turn left to reach the boss.



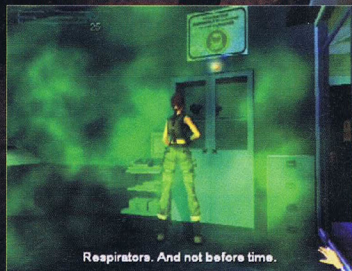
PARIS

THE GALLERIES UNDER SIEGE

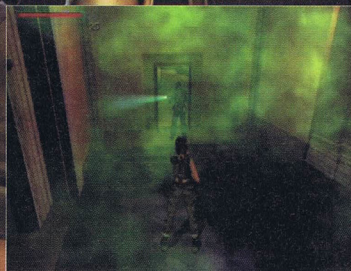
- 1** Shoot the guy in this room as quickly as you can.
- 2** There's another guy waiting for you in here, so take him down.
- 3** There are two enemies in here with automatic weapons. Kill them and steal their weapons. The gas makes Lara choke, so get to the gasmasks in the office. Go up the stairs to the offices quickly.
- 4** Grab a gas mask from inside this cupboard – make sure you look out for an enemy in the corridor, though. Then return down the steps.
- 5** Push through this door and shoot another enemy, and then carry on through and head down the stairs. In the last room, you'll be introduced to Kurtis.



Take out the guy waiting for you in the first room.



Grab the respirators and get cracking!



Keep your weapons ready, as the smoke makes enemies hard to see.

PARIS

VON CROY'S APARTMENT

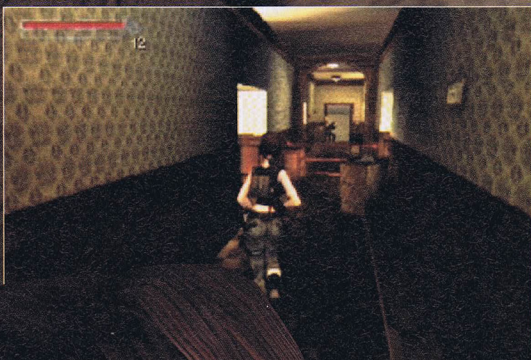
The place is a mess; this guy really should sack his cleaner. Pick up the **Ammo** scattered all over the floor, and Von Croy's walking stick. Search upstairs in the bathroom for a **Health Pack**, and check the book on the desk in the bedroom for some information. Take the goodies from the walk-in wardrobe in the bedroom, then head back downstairs and go through the door surrounded by books, and into the corridor. There are lasers criss-crossing the passage and if they are broken, the whole place will go boom!

Head right, and get some **Ammo** and a **Health Pack** from the room at the very end of the corridor. Then head through to the squalid flat with the door open. Arm yourself, and pick up the **Ammo** behind the sofa. One of Bouchet's henchman will then fire through the wall and attack. Give him a good battering, and he will eventually flee. It is hard to dodge his bullets, so be ready to use a **Health Pack** if required. Follow him (picking up his gun en route) to find more lasers. You need to head right, around the corner, but those three beams are awkward

swines to get past. The best approach is to save your game, then walk towards the OTHER set of lasers. From just in front of them, it is possible to backflip over the first laser, landing under the second. Walk past the higher laser and leap over the last, then head around the corner.

A bomb will detonate, collapsing the stairwell. Jump right, then across to the first landing. Hang and drop to the bottom, and get the **Health Pack**, then climb the stairs back up and enter the first floor corridor. At the end is Bouchet's goon who will open fire at you, so make sure you give him a taste of his own medicine. Dodging past the lasers on this floor is easy, as they flash on and off. Go to the hired thug's corpse to complete the level. If it takes a while to get a shot in and kill him, take cover in the doorways on either side of the corridor – but with an automatic gun at your disposal, he should bite the dust pretty quickly.

Try to move within shooting range of the henchman as quickly as you can.



Backflip from the lasers to land in a safe position.



After picking up the ammo, the henchman appears.



Take cover, rather than running straight!



■ Surely Lara should wear some warmer clothes in this weather?



■ Head up the spiral staircase you'll see in the centre of this room.

PRAGUE

THE MONSTRUM CRIME SCENE

▶ Chat to the guy who's near the car, and use the following responses to what he says:

The one you're watching. With police tape all around it.

I gather Vasily was some kind of art dealer. Keep talking till the money runs out.

All of them?

Head down the alley behind him and kill the guard. Grab the hammer, and head down the left-hand side of the crime scene building. Kill the guards at the back, then open the grating on the floor and drop through. Head through the hole in the wall of the sewer, and up the stairs to meet Bouchard again. Use the following statements:

So, you sold out.

The Cabal? Not the Mafia?

I found Vasily's faxes. And four Obscura engravings he sent to Von Croy.

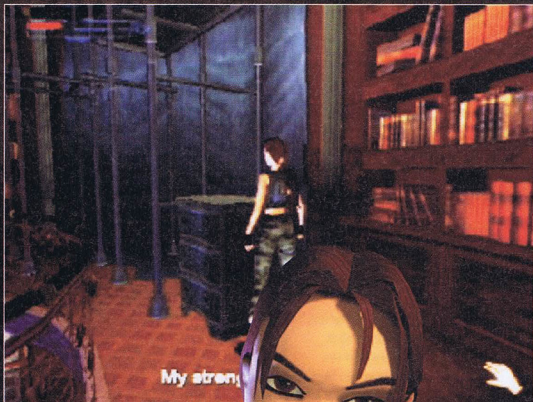
Killed like Vasily you mean! Why does

Eckhardt do that bodies Bouchard? And what

does he want the paintings for?
A Lux Veritatis vault!

Head through the next door, and up the spiral staircase. Run round on the next level to find a pullable crate, giving Lara an upgrade. Use it to climb up the scaffolding and then jump round the platforms until you reach the chain to the left of the stained glass window. Pull it until the light shines on the picture, moving a chest of drawers in the process. Return to the floor to collect a health pack, then head back up to the right-hand chain and pull it until the light shines on the floor and the clock opens.

Return to the floor and wind the clock on (by pressing right on the D-pad) until it reaches 3. This allows access to a secret office under the room. In there, get the fax from the desk. Read the code on it, and enter it on the keypad behind the desk (31597). The painting slides to one side, giving you the access to the last Obscura engraving. Leave, and return

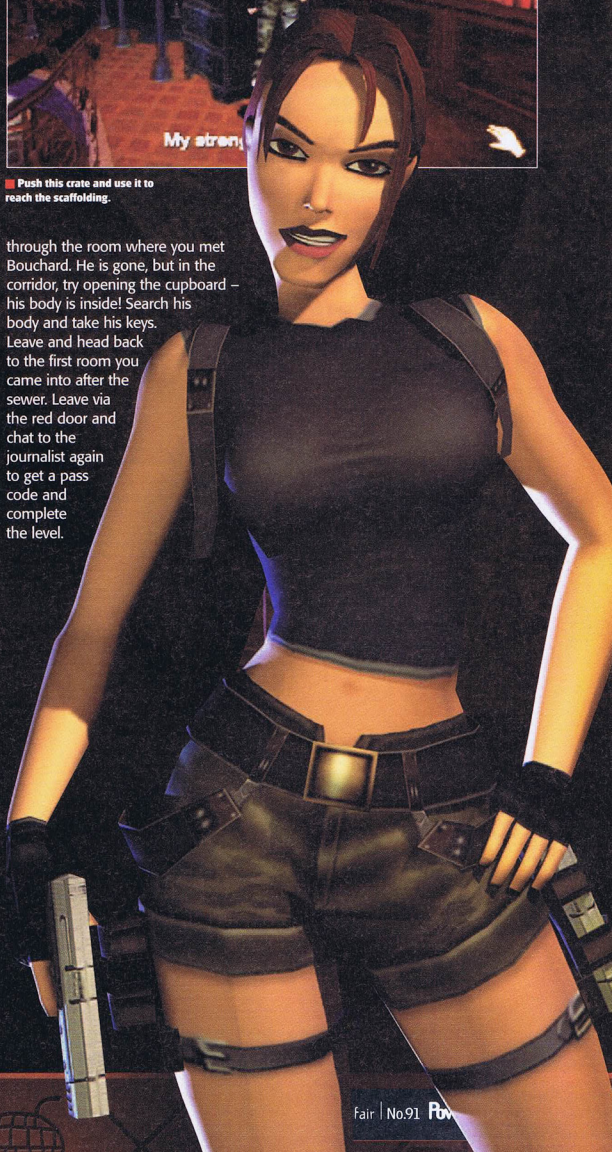


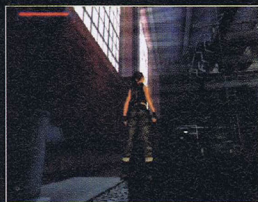
■ Push this crate and use it to reach the scaffolding.

through the room where you met Bouchard. He is gone, but in the corridor, try opening the cupboard - his body is inside! Search his body and take his keys. Leave and head back to the first room you came into after the sewer. Leave via the red door and chat to the journalist again to get a pass code and complete the level.

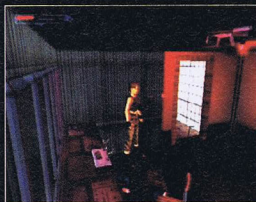


■ Use the platforms to reach the chains by the stained glass.





■ Leap across to the central section and then grab hold of it.



■ You need to hit the switch in this room in order to start the crane.



■ After solving the crate puzzle, pull Lara's legs up to clear the fence.

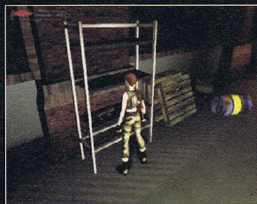
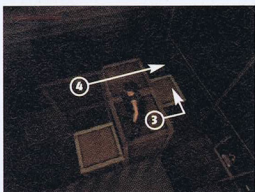
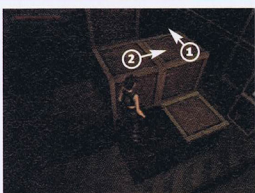


■ Drop down and grab the bottom of the vent, then pull up to get in.

THE CRATE PUZZLE

In order to be able to get to the pipe so that Lara can grab it and then shimmy over to the fence, you need to use the three 'loose' crates which you will find close to the original formation. Position them as shown here (see picture 1), thus allowing for the first moves to be made.

After you have done this, move the crates to the positions which can be seen in picture 2. This will then allow for the final moves to be made, and so you will be able to gain access to the new area which you have uncovered. It can be quite a brain teaser, so fortunately we've shown you the moves required!



PRAGUE

THE STRAHOV FORTRESS

1 Approach the door so the machinery kicks into life. Then jump to the middle of the three containers and up to the ledge. From here, jump across to the partition to reach the next area.

2 Go through this door and be prepared to waste a couple of enemies in the next area. Climb the ladder to the right of the door to reach a room where you can activate the magnetic crane.

3 Climb the ladder here to the top, and operate the crane to destroy the mounted guns. Return down the ladder and drop to the floor via one of the containers.

4 In this area, push one of the crates beneath the valve to turn off the gas at point 5.

5 Use the method explained in the boxout to solve this puzzle and get over the fence.

6 Climb here and use the machinery to cut open the air

conditioning vent. Climb along on top of it, then drop down and pull up to enter the vent. As you crawl through, you will witness a shocking scene...

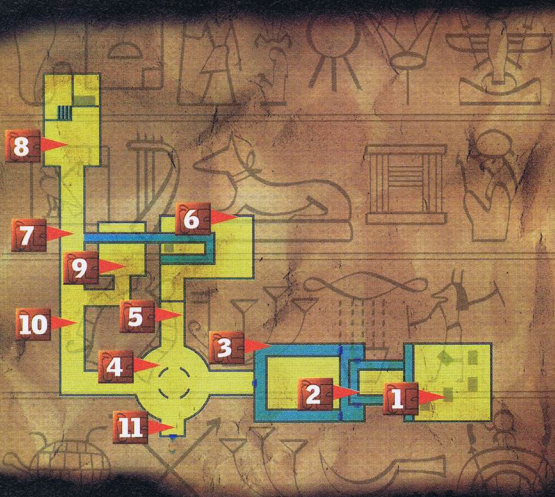
7 Drop out of the vent and waste the guard here. Grab the machine gun from the shelves.

8 Kill three guards in here, and use the computer to shut off the power.

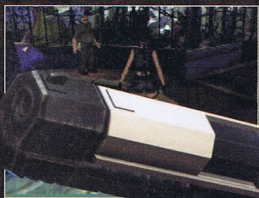
9 In here, you find the journalist's body. There is a gun on the bed, and bandages in the cupboard.

10 Head past the lasers (there are also anti-personnel mines here, so be ready with a health kit in case you need it). Jump over the low ones, and crawl under the high ones. The last set of lasers is particularly tricky. Jump diagonally to get over the first one, then crawl under the second. Turn and backflip out over the third. Alternatively, shoot the supports away from a wheel near the vent you emerged from; it will then roll through the lasers and block the last one, making it easier for you to make the last section.

11 Nearly there! Head for the security door in order to reach the BioDome Facility.



■ A quick chat with this guy will prove illuminating.



■ Press the fountain to reveal a secret area.



PRAGUE

THE BIO RESEARCH FACILITY

▶ Talk to the guy in the room to learn

that the revival of the Nephilim is close. After finishing with him, approach the fountain. Pulling it reveals a secret entrance which you should go through. Climb the ladder and grab the ammo then flick the switch to open the far door. Press the yellow switch to access the next room. Shoot the creature that escapes, and blast the little ankle-biters. Head up the left-hand side of the room and move to the pillar with a pipe on. Climb to the central structure and hit the two valves.

Return to the ground floor (via the ladder) and drop into the newly-opened hole in one of the containment tanks. Climb up into the next area, then slide down the ramp and jump to grab the ladder. Head up the ladder for a health pack, then head through the door and down the corridor. At the end, kill the guard in the huge botanical room and head for the top of the room for pills and ammo. Return across the jump and head down to the platform near the water's surface. Climb onto the big pipe and turn the valve at the end to stop the steam hissing out of the thinner pipe above you. Return to that area and edge along until you can climb the pipe. At the top, head left to find a platform with a plant growing up the wall. Use it to climb the wall to a platform high above the room. Drop down the ladder at the

end, down and across to the door on the far wall. Press the switch and go through.

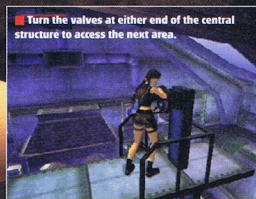
In the next room, the doors are shut by two plants. Go up the stairs and push the crate away from the notice board. The lowest diagram (with a red cross through it) shows the valves that need to be turned to kill the plants. From left to right, they are the first, second and fourth valves. Turn them, then pull the lever at the far right. This kills the plants and allows you into the next area.

In the next section, you need three security passes. The first is easy to get – kill the guy on the ground level and take his. Then go round and up the platforms to the top. On the first floor, jump to get a Health Pack in order to earn an upgrade before trying the big gap that Lara is unsure of. Near the top, you'll have to climb the wall using some ivy to reach an area where you will see a cut-scene, and be able to grab a second pass from the dead body.

On the way back down, drop to the staircase from the far side of the big jump Lara

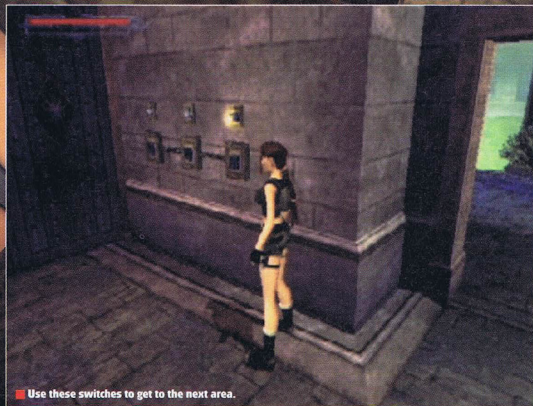


■ Shoot the strange creature that attacks.



■ Turn the valves at either end of the central structure to access the next area.

made earlier and kill the third guy to take his card. Then head down to the ground floor and on the perimeter you will find a passage leading to a door with three swipes. Use all three passes to open the door. Head down the stairs and into a room where Lara will now be trapped by Kurtis, and you'll play the next level as him!



■ Use these switches to get to the next area.



■ Jump on this pipe to reach another valve.



■ Use this plant to climb to higher levels.

PRAGUE

THE SANITARIUM

1 Grab the ammo and drop down the circular structure, grabbing onto each floor then dropping to the next. Drop through the hatch at the bottom, climb down two ladders, then jump across to the platform. Pull up and go through the door.

2 Shoot the guy who attacks here, and head through to the next room to see a cut-scene.

3 Chat to the guy in here to learn a little about what you are up against.

4 At this door, Kurtis will use his farsee ability to learn the code, (which is 06289). Enter it on the door, head through and shoot the next guy.

5 Head through the trashed dining area, shooting only the lunatics which have flailing weapons (the others don't attack, so conserve your energy).

6 Grab the pass from the scientist's body in here.

7 Head through this door and up the stairs. Enter the code 38471 to open the door in the dining hall (it's the number printed on the wall next to the door).

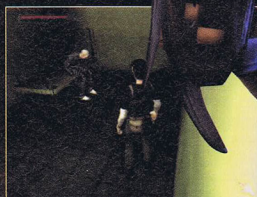
8 In the new area, you'll see a cut-scene of a scientist coming a cropper. Head right and go through the grate. In the small room you reach, jump up into another vent, which brings you out in the laboratory.

9 There's another grate here. Crawl through to the next room and watch the cut-scene.

10 Shoot the gas cylinders by the fan, then jump to the platform now the broken ladder is no longer in the way. Flick the switch to stop the fan, then crawl through to the corridor. Head down the stairs to end the level.



Drop down through the floors to reach the bottom.



Talk to this inmate to learn what it is that's terrifying them all.



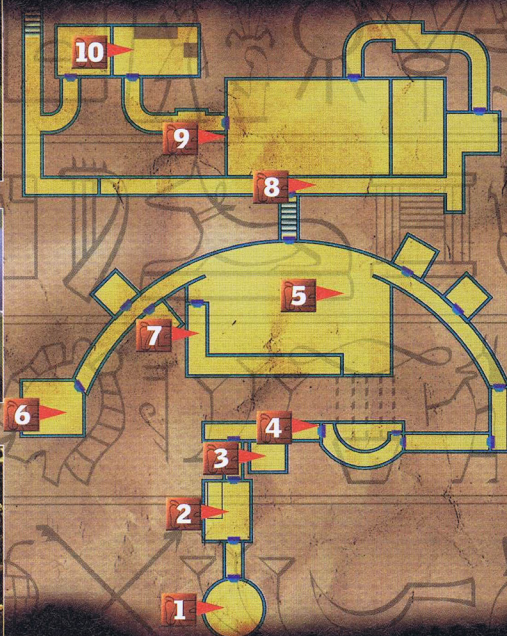
Why our experiment failed...

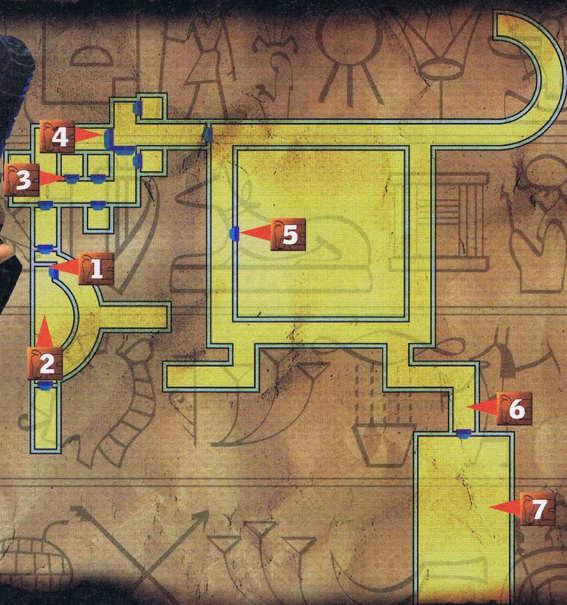


The lab can only be reached via the vents; the doors are all locked.



Shoot the canisters to blow them up.





PRAGUE

MAXIMUM CONTAINMENT AREA

1 Head through to this area and approach this door. Kurtis will use his farsee skill to locate the number 17068.

2 Return to the computer in this room and then enter 17068 on the keypad.

3 Enter this room now, and take the security pass from the guard, along with some ammo – and a chocolate bar from the table. A creature will attack – blow it to pieces quickly.

4 Use the security pass on this door to reach the next area.

5 Open this door to release the Proto. There's no need to follow

it, though you get to see its 'home' if you do.

6 Head through this door to reach a large room where you must battle with the Proto.

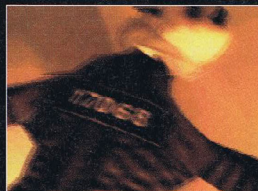
7 Be quick with your health packs in here, and blast away at the Proto. It will 'die' a number of times before Kurtis can eventually administer the final blow. Keep moving and jumping, using your gun all the time. If you run out of bullets, there is some ammo in the room, otherwise use hand-to-hand combat (be warned, you will lose a LOT of health doing this). Once the Proto is dead, pull the lever to restore the power. Kurtis will then return to talk further with Lara.



These guys have claws, so take them down before they get too close!



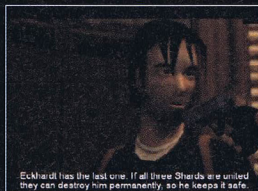
You need to blast that thing with all that you have until it's dead!



That farsee ability can really come in handy!



Some freaky enemies are wandering around...



Eckhardt has the last one. If all three Shields are united they can destroy him permanently, so he keeps it safe.

Kurtis returns to strike up an allegiance with Lara.



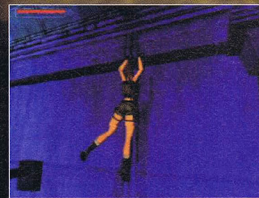
■ Turn this valve to release a gas, making it hard for the machine guns to trace you.



■ Blast the box on the wall to blow the machine guns up.



■ Pull this lever to restore power and open the other door.



■ Only attempt this climb after Lara's strength has been increased.

PRAGUE

AQUATIC RESEARCH AREA

▶ Press the button so that Lara can leave the room. Don't use the ladder or you'll be shot to bits. Drop off the left of the balcony and head left. The crates should stop most of the bullets, keeping you safe. Turn the valve on the left-hand wall to release a gas that confuses the guns, and then run to the far wall and climb the drainpipe. Head right, then up again, and finally right at the top to reach a new corridor. There are two machine guns at the end, but if you take out the Viper SMG, Lara will aim at a device on the right-hand wall as she walks towards them. Shoot at it to trigger an explosion, destroying the machine guns.

Take the door on the right at the end of the passage and climb the ladder. Head along the corridor to reach a water room with a computer in the middle. Head to the right-hand side of the room and jump into the pool there, then pull the switch on the left-hand wall. Swim round and through back to dry land, then go down the passage directly opposite the area you just explored (on the left of the room from your starting location). Lara can open the door in this passage.

In the new room, hit the switch to the right of the door and go through. Hit the switch inside to use the lift and in the new area, head through the corridor. Pull the lever in the

new room to restore power. Then retrace your steps to the surface and head to the bin in the centre of the room at the very top. Pull it onto the conveyor belt, and hit the switch to take it across to the far side. Then drag it into the small room and place it beneath the meat-grinder (below the pipe and directly on top of the grate). Pull the switch in that room to fill the bin with ground-up meat. Return the bin to the conveyor belt to earn an **upgrade**.

Hit the switch and return the bin to the middle of the room. Now head down to ground level and around to the room with the trapdoor (near the first switch). Climb up into the room and around to the drainpipe on the wall. Climb up, right, up again and then left to drop to another ledge. You will only just have the strength to make it all the way round. On the new ledge, hit the switch to

bring the swinging platform to you, and use it to get to the far side.

Go through the new door and straight through the door opposite. Hit the switch to reach a new area. Get ready with your gun, as there is an enemy in the room. Waste him and search the cupboards either side of the door for some **ammo**. Leave and turn right, then hit the switch to drop the meat into the water.

Return to the main chamber and jump into the water, then look for the underwater switch marked 1. This opens the door opposite marked 2, as well as the first door on the floor of the pool. Climb out and have a breather, then head round to the newly opened underwater door. Head through to get a wetsuit, then return to the surface of the main chamber. After a quick breather, head down through the doors at the bottom of the pool to reach the next level.

PRAGUE

THE VAULT OF TROPHIES

▶ Swim past the first two sets of spikes (to evade the second set turn right at the crossroads and head behind). Go left, swimming against the current, and move left to a new area (where the wall's a lighter shade). You'll find a rocky passage running across Lara's path, go right to pull up for more air and get **ammo** and **health**. Drop back into the water and go to the other end of the rocky tunnel to find a wall that can be kicked through. In the new room, swim forward and read the

picture, then kick through the wall above to another breathing point. Return to the submerged room and pull the levers behind the statues named Vasiley and Limoux – you may need to return to the room for a breather. When both levers are pulled, the ceiling collapses. Swim up through it to breathe.

After the cut-scene, drop over the ladder at the end, then sprint past the crusher trap to reach a room with purple-coloured gasses in. Pull the

switch to raise some magical floating platforms. These must be jumped on in EXACTLY the right order, or you'll fall to your doom. To start, jump to the platform second from the left. Then jump to the right-hand of the next two platforms, and straight onto the left-hand platform of the next two. Leap to the solid platform in the middle of the room quickly, as this platform crumbles. The three platforms leading from the middle of the room to the far side are safe, so use them to get there.

In the room at the end of the corridor, pull the lever for an upgrade and move a bookcase out of the way. Be careful, as a couple of Undead Warriors are in here who are after your

blood. Take the **bandages** from behind the bookcase and approach the book on the table to get an extra note in your notebook. Move to the far end of the room and pull the chain to lift the tapestry. Climb the wall behind the tapestry and pull up to reach a ledge. Hand-over-hand to the central section, then go along and drop onto the metal chandelier. This moves another bookcase, so drop down and head over there to pick up the painting. This causes the fire to go out, so crawl through to the new area.

Go through the doors, drop into the water and swim through to the large room in the middle. Swim up to the surface to complete the level.



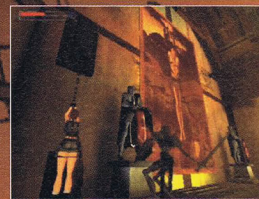
■ Swim quickly, before Lara drowns.



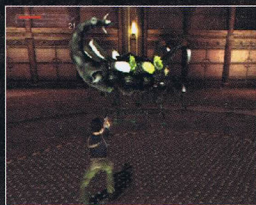
■ The statues' names are on the plinths.



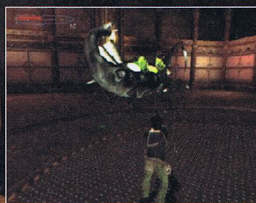
■ You must jump on these platforms in the right order!



■ Look out for the undead warriors waiting for you!



■ Kurtis is about to get into a spot of trouble.



■ Don't stay still for too long – it'll get you.

PRAGUE

BOAZ RETURNS

▶ This boss is a real bitch! Save regularly, and remember that as long as you keep moving, there is very little that can go wrong! Equip Kurtis' gun and use @ to target the monster's face. Unload as many shots as are required until Boaz opens four flaps on her back. These shoot deadly acid, so target one and destroy it (you can change which flap you are targeting with the @ button). Once this is done, Kurtis will have to target the face again until the flaps are revealed. Repeat this pattern until all four flaps are destroyed. Remember that they can only be destroyed whilst spitting out acid – whilst the flaps are closed, they cannot be damaged.

Of course, Boaz will not take this all lightly, and has a number of attacks at her disposal too. She will use her claws, spit acid and fire acid breath at Kurtis. When this happens, just make sure that you jump backwards and keep a safe distance, moving in closer and targeting those flaps on her back whenever possible.

When all four flaps have been destroyed once and for all, Boaz transforms into a flying bug. Avoid her attacks and keep blasting until she falls – this is actually quite simple to do. Then enter the dark area on the outside of the arena to finish the level – though Kurtis gets a nasty surprise in the cut-scene.

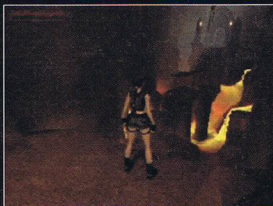
PRAGUE

THE LOST DOMAIN

▶ Back with Lara now, check the notebook for an update on the story. Head down the corridor and take the first right. Slide down the slope and jump to the next solid piece of ground. Jump to the far side to earn an upgrade and pull the switch, then return via the bridge to the main area. Pull the lever at the end and jump over the platforms to make it through the door. It is on a timer, so you must be quick. Use the @ button to make Lara sprint, as

this means she can make the jumps in one without having to grab the ledges, saving valuable time.

In the next area, climb down to the first platform then jump left and climb the ladders to the broken bridge. Take a running jump to clear the gap, slide down the next section and jump over to the next platform. Pull the switch and drop to the ledge below. Leap over to the staircase and approach the door to complete the level.



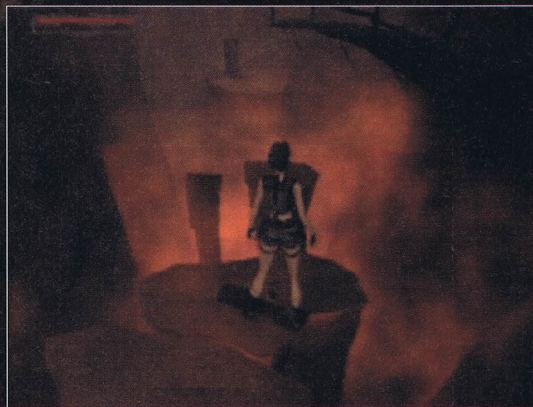
■ The door on the far side is on a timer, but with two long sprinting jumps Lara should be able to make it there in time.



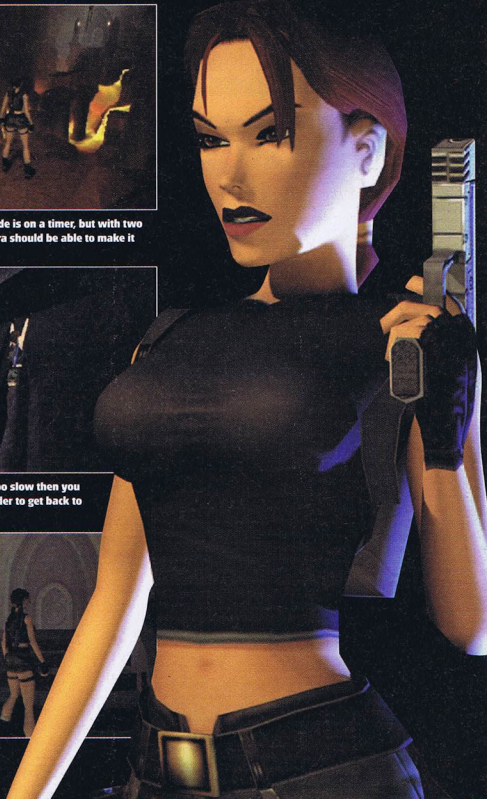
■ However, if you are too slow then you can use the ledges in order to get back to the switch.



■ This is the door that you need to be heading towards!



■ Make this jump to earn an upgrade.





■ The first vial is on this table.



■ The last vial is in the crawlspace.

PRAGUE

ECKHARDT'S LAB

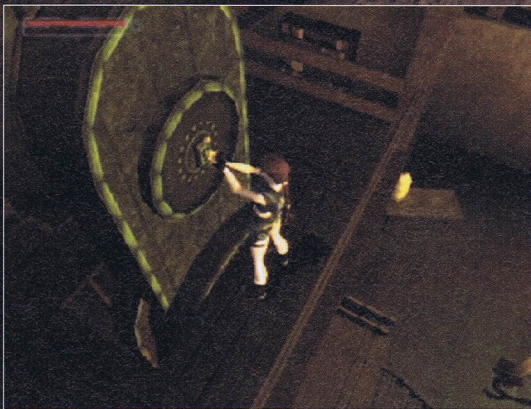
▶ The final level is a very dangerous place. Go to the end of the passage, then time your slide and jump to get to the ledge on the left without getting killed by the blades. Run and jump over the gap to get to the far side unscathed. In the next room is Eckhardt's lab.

There are three vials Lara must collect. Go up the stairs to the left to find the first at the back of the wooden structure, on a table (there is also a **Health Pack** nearby).

Pull the lever by the grate in the floor and climb the ladder by the

entrance that can now be accessed. At the top go right to jump and grab a ledge with a **Health Pack**. Jump back to the platform you were on before, and then onto the raised cage. Part of the roof will collapse, allowing you to grab hold of the second vial. Get out IMMEDIATELY, as the cage is lowered into boiling water! You'll be safe as long as Lara is on top of the cage. There is a crawlspace in this pit that contains the last vial – grab it, and then climb up to the top of the pit and back-clip back out.

■ Place the vials into the holders to access the next area.



Lara must now place all three vials in the correct places. One must be placed into a holder on the wooden structure to the left as Lara entered the lab. The second can be placed directly above it, accessed by using the ladder to the top platform.

The third vial belongs at the back of the room, close to a pool of

boiling water. This then cools the water down. Jump into the pool by this vial, and you'll find the shard that Kurtis needed at the very bottom of it. Head back to the top and then through the newly opened door. Slide down and open the door at the end, and you will begin the final battles!

BOSS BATTLES

BOSS

ECKHARDT

▶ Avoid getting too close, as you'll get hurt by the forcefield – and be sure to save your ammo, because he can't be hurt yet.

Eckhardt has two attacks, sending either electricity or flames into the room. These can be easily avoided by either ducking or jumping sideways. Eventually, however, he will summon some evil creatures from the ground. These will then rush into the middle of the room, and it will be filled either with a

flame or electricity attack which, again, is easy enough to avoid. The creatures then merge to form Eckhardt. Shoot him, so that he falls over in pain.

At this stage, run towards him as quickly as possible and Lara will stab him with one of the shards. YOU MUST BE QUICK! The whole process then starts over again, and it will carry on until all three shards are in Eckhardt, at which point his challenge will be over.



■ Kneel down to avoid his attacks.



■ To avoid some attacks, crawl on the floor.

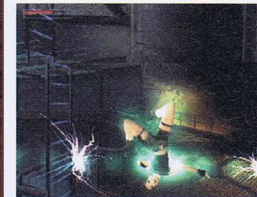
FINAL BOSS

KAREL

▶ Again, no guns are needed. Go over to Eckhardt's body and pick up his hand. Use the switch behind one of the pillars to drop a ladder, climb it, avoiding the beams that are fired. It's a pain to reach the top, but it can be done – and you should have plenty of health power-ups if you struggle. At the top of the room, jump and grab the Sleeper in the middle of the room (save before trying it, though!) and this will complete the game! Congratulations!



■ This switch lowers the ladder.



■ Ouch! Don't get hit whilst on the ladders!



■ Jump to The Sleeper to complete the game.



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INDIANA

AND THE EMPEROR'S TOMB

TOP
GUIDE
WITH
MAPS

Be the greatest archaeologist ever,
with our complete walkthrough...

LEVEL 1

CEYLON

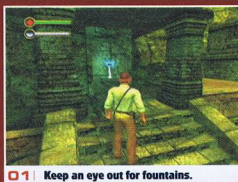
LEVEL 1.1

GATES OF THE LOST CITY

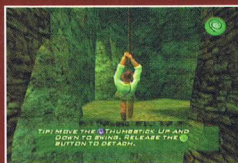
OBJECTIVES

FIND THE ENTRANCE TO THE LOST CITY

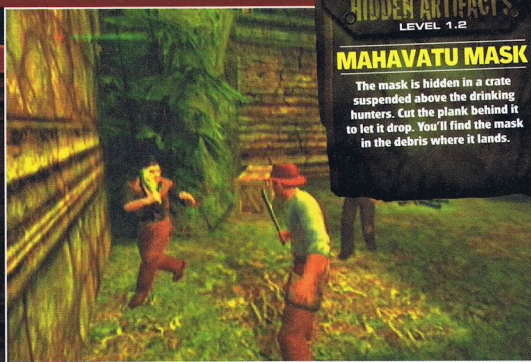
» These first four objectives are more or less tutorials to get you used to the controls. Hints are displayed at the bottom of the screen, where appropriate, so you shouldn't have too many problems. Head straight ahead and make your way upwards. Drop down and continue on until you reach a clearing. Fill your water canteen at the **FOUNTAIN** (01) on your left, then climb up the platforms on the wall next to you and jump the large gap ahead. Locate the **MACHETE** then drop back to the ground and cut your way through the vines covering the door. Use your whip to swing over the hole (02) in the floor then chop through the next vines to the exit.



01 Keep an eye out for fountains.



02 Practise using swing points.



03 You can grab the spade to kill these guys... but a machete also does the job.

HIDDEN

There are 30 artifacts hidden throughout the game. That's three per location for you to find. When you have located and collected all 30, you're treated to an art gallery option on the main menu that contains over 70 colour renderings of characters and suchlike.

LEVEL 1.2

THE HUNTERS' CAMP

OBJECTIVES

DISCOVER A WAY THROUGH THE FLOODED RUINS

» From the start, turn left and chop through the vines then follow the room round to the room with the crates in it. Dispose of the hunter in the room, use the machete to cut the rope holding up the crates and head down the hole that's left.

Keep going onward until you reach the clearing, be sure to pick up the **SPADE**. Use it to take out the hunters (03) then go up the stairs where you'll need to use your whip on the crocodile head to get to the other side. Now make your way back down to the other end by shimmying around the large piece of wall and swinging across the gap at the end. Keep to the path, swinging over both the crocodile

heads you come across until you reach the flooded part of the ruin. You need to make your way to the top here so follow the platforms in the order they're numbered on the map. The hunter near platform 8 will be using a Shotgun (04) so be careful and remember to pick up the **SHOTGUN** when he's defeated.

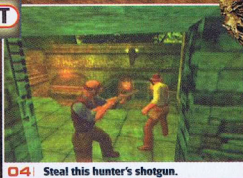
Once you reach the corridor after the tenth platform, the floor will crumble and you'll fall... This is unavoidable so don't worry - just swim round to the other side and start climbing upwards again. Once at the top, cross the stone bridge and flick the switch at the other side to open the door at the end of the corridor, which leads you to the exit.

JONES

MAP LEVEL 1.2

The Hunters' Camp

START



04 Steal this hunter's shotgun.

KEEPING UP WITH THE JONES'

ALWAYS USE PROTECTION

When in a gunfight, find the corner of a wall and press into it pressing **△**. You'll flatten yourself against the corner and can jump in and out from cover using **○**, giving you a handy advantage!



HIDDEN ARTIFACT LEVEL 1.1

THE IDOL OF RAMBA VIHARA

When you reach the waterfall, walk behind it to find a hidden cave that contains the idol.

LEVEL 1.3

THE PATHS OF THE ANCIENTS

OBJECTIVES:

- ▶ FIND A DEMOLITION CHARGE TO DESTROY THE GATE
- ▶ BREAK THROUGH THE CROCODILE GATE

▶ Swing over the gap directly in front of you then continue on into the clearing where you'll have to deal with a few hunters – how many will depend on the difficulty setting. Go up the stairs to your left and move to the far end where you can jump to another platform, then make your way along to the right, using the croc head to swing across and the small ledge on the right-hand wall to hang from.

Once across, continue until you reach the weak point (05) in the wall at the far end. The second you reach here, a door will open behind you and hunters will



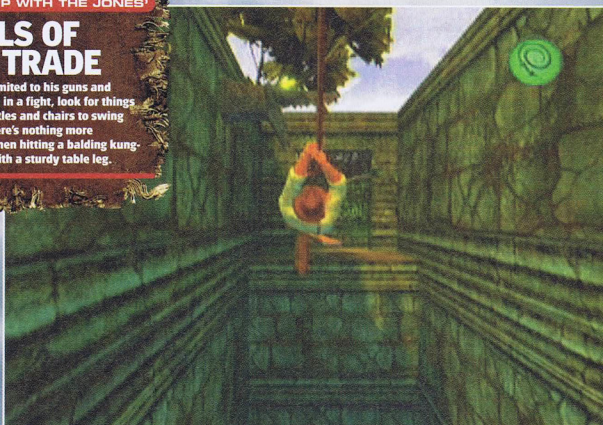
05 Kill 'em before placing explosives.

attack. Deal with these and go in to the room that they came out of; here you'll find the **EXPLOSIVES** you need to blow away that wall. Go back to the weak point and set the explosives, take cover and wait for the exit to be revealed.

KEEPING UP WITH THE JONES!

TOOLS OF THE TRADE

Indy isn't limited to his guns and whip. When in a fight, look for things such as bottles and chairs to swing around. There's nothing more satisfying than hitting a balding kung-fu walter with a sturdy table leg.



07 Most large gaps can be crossed by using your whip.

LEVEL 1.4

THE PALACE OF FORGOTTEN KINGS

OBJECTIVES:

- ▶ MAKE YOUR WAY TO THE EDGE OF THE RIVER CANYON

▶ Flick the switch in front of you and go through the open door. There's a **FOUNTAIN** on the left wall – and a few hunters in the area so make sure you're topped up on health. When all the hunters are cleared a door opens at the top, so you'll have to get up there. On the right are some ascending pillars; use them to get above where you entered then use the tall pillars (06) to get to the door.

Inside, follow the wooden walkway until you can drop down. The lever in the room just opens the door to get back outside so you don't need to bother. Instead chop through the vine-covered door and enter the room. Don't climb up the vines yet – climb the platforms at



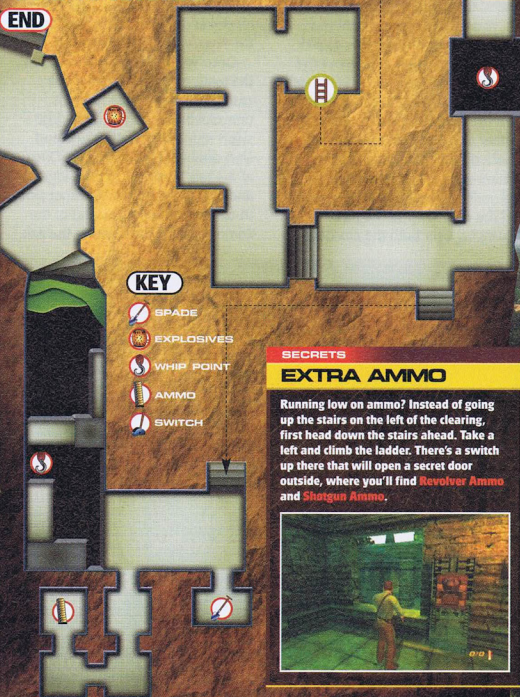
04 Fall off and you'll end up here.

the back of the room first to find a room with the **PORT NEGEMBO RELIC** inside. Grab the relic and go back to the vine room to climb the vines. Follow the path, rolling under the darts, jumping the gaps and swinging via the croc heads (07) to the exit door. If you fall, climb out of the hole in the dungeon ceiling (08): it leads to the top of the vines.

MAP

LEVEL 1.3

The Paths Of The Ancients



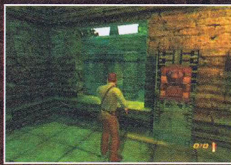
KEY

- ◌ GRAPE
- ◌ EXPLOSIVES
- ◌ WHIP POINT
- ◌ AMMO
- ◌ SWITCH

SECRETS

EXTRA AMMO

Running low on ammo? Instead of going up the stairs on the left of the clearing, first head down the stairs ahead. Take a left and climb the ladder. There's a switch up there that will open a secret door outside, where you'll find **Revolver Ammo** and **Shotgun Ammo**.

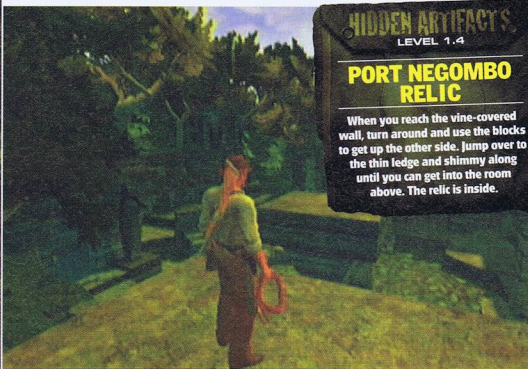


HIDDEN ARTIFACTS

LEVEL 1.4

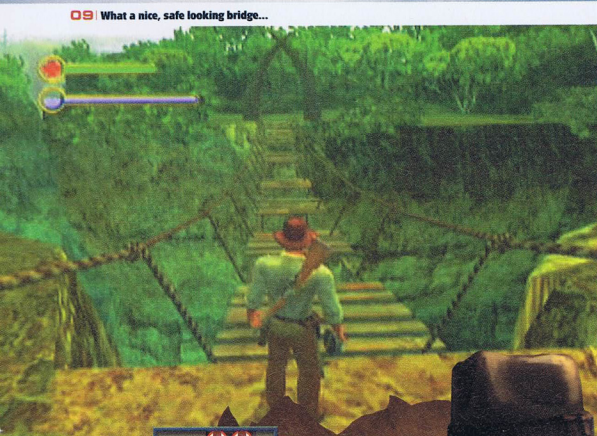
PORT NEGEMBO RELIC

When you reach the vine-covered wall, turn around and use the blocks to get up the other side. Jump over to the thin ledge and shimmy along until you can get into the room above. The relic is inside.



08 Nothing like a bit of precision jumping to start your day.

09 What a nice, safe looking bridge...



END

MAP
LEVEL 1.4

Palace of
Forgotten
Kings

KEY



DARTS



AMMO



SWITCH



FOUNTAIN

START

LEVEL 1.5

RIVER OF FANGS

OBJECTIVES:

FIND THE CAVE OF THE RIVER GODDESS

➤ Move ahead from the start point, avoiding the spikes that pop out of the ground. Take out the hunters in the big room and flick the switch at the back: this will open the door over near the **FOUNTAIN**. There are a few more hunters outside so polish them off with some nifty whip work and then break the crates to find the **CANTEEN** and the **AMMO**.

As you start to cross the rope bridge (09) ahead of you it'll break, dropping you into the crocodile-infested waters below, so make your way to one of the small plots

of land as quickly as you can! On each of the plots you'll find a pile of **SKULLS** – pick these up and throw them to distract the crocs away from you as you swim to the next bit of land. Repeat this until you reach the waterfall where you'll find two stone pillars leading up to a door; jump across these and dispose of the hunters inside then collect the **MEDKIT**. There are switches on either side of the room that you must use to open up the hole in the middle; drop down to the exit.

LEVEL 1.6

TEMPLE OF THE RIVER GODDESS

OBJECTIVES:

UNLOCK THE TEMPLE OF KOURU WATU

➤ You'll start this section underwater, so move quickly or you'll drown. Swim straight ahead until you reach the surface of the main chamber. To avoid the crocs, find land fast – there's a low platform to the left of the chamber. There are also **SKULLS** on the platform, so you can distract the crocs while you make your way to the large area at the end of the room.

Climb the stairs and flick the switch in the centre, to release some hunters (for you to kill) and lower the cage on the right-hand

side of the chamber (so you can make your way back down). Go back down the right-hand side and through the door at the end (top up at the **FOUNTAIN** if you need to) and follow the corridor round, watching out for the spikes that come out the floor. You'll eventually reach a large room with a lever in the centre: this will open the mouth of the statue (10) at the far end of the main chamber. Go through the door that opens and use the **SKULLS** to distract the bats and crocs as you make your way inside the statue's mouth.



KEEPING UP WITH THE JONES'

WHIPPING BOY

When fighting enemies, equip your whip then press and hold down A. If the enemy is holding a weapon you'll pull it from his hand; if not, you'll pull him in by the neck and punch him. Nice.

10 Step inside, this is where the adventure really begins.

LEVEL 1.7

INTO THE SACRED CAVERNS

OBJECTIVES:

■ FIND A WAY INTO THE TEMPLE'S INNER SANCTUM



11 Get to the wooden planks room.

▶ From the start, follow the path around the waterfall until you reach a large room; take the door to the left and enter the next room. There's a grille on the floor of this room... carefully approach it and a spiked weight falls to squash you — climb on top of this and let it carry you through the ceiling. Drop through the hole in front of you and then step on the trapdoor; this will open, dropping you on to a slide with gaps in. If you manage to jump

the gaps, you'll end up in a room with wooden planks in; if not you'll fall into the crocodile-infested waters where you will have to swim to the end to climb out and on to a ladder that will take you to the same planks room (11).

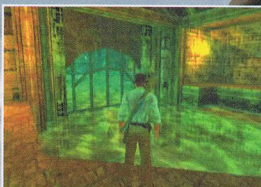
There's some **Ammo** in one of the crates on the bottom of the room. Use the ladders to make your way to the top. Then exit to a green area where you can climb up on to a block then up a vine-covered wall to find a swing vine that you can use to reach the highest ledge. Go through the door on the top ledge and follow the corridor to a room with a **Fountain**. Take the door on the left and pull the lever to lower the cage (12). Pull the lever again and jump on to catch a ride upwards to a hunter-filled room. Dispose of the hunters then pull the switch to open the way to the exit.



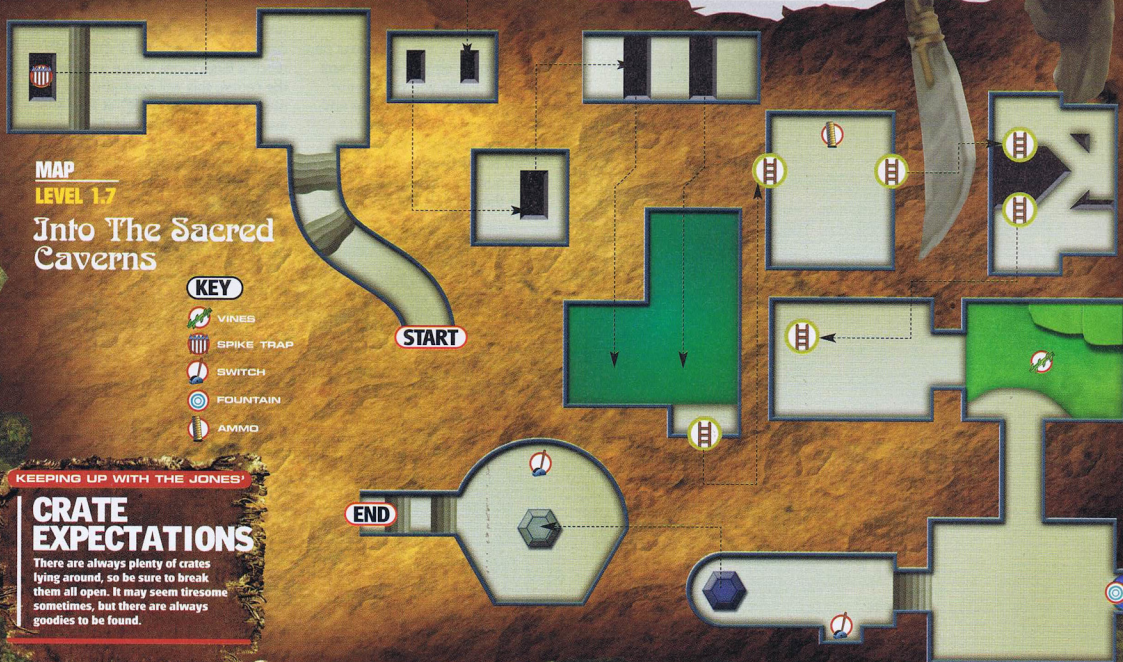
12 Ride upwards on the cage.



13 Creep past these guardians.



14 With the croc trapped, you can swim freely without fear of being eaten.



MAP
 LEVEL 1.7

Into The Sacred Caverns

KEY

- VINES
- SPIKE TRAP
- SWITCH
- FOUNTAIN
- AMMO

KEEPING UP WITH THE JONES

CRATE EXPECTATIONS

There are always plenty of crates lying around, so be sure to break them all open. It may seem tiresome sometimes, but there are always goodies to be found.

LEVEL 1.8

THE SILENT GUARDIANS

OBJECTIVES:

- SURVIVE THE TRIAL OF THE SILENT GUARDIANS
- MAKE YOUR WAY TO THE SACRED LAKE

» Head straight forward and into the first room, where you'll meet the first silent guardian (13). If you tread on the stone floor it'll zap you with its eyes, so stick to the grass. Carefully make your way through the room and through to the next big room, where there are more guardians and the gaps in the grass are bigger. You can get to the grass in the middle by using the small ledge on the right wall; and from here you can find **Skulls** that you can throw to draw the guardians' fire away from you.

Once through the room, follow the path up and around the waterfall, taking out any hunters you come across. Eventually you'll come across a huge chamber with lots of guardians in. Use the **Skulls** on the floor in the same way as before to gradually make your way between the plots of grass until you get up the stairs at the back. Grab a skull and throw it in the middle of the three guardians up there. As they fire, jump the gap and make a run for the exit door ahead of you.

LEVEL 1.9

THE IDOL OF KOURU WATU

OBJECTIVES:

- ESCAPE WITH THE IDOL AND YOUR LIFE!

» From the start, head onward to the water's edge; when you get there you'll watch as a giant crocodile destroys the bridge and a capsule closes around the Idol – guess this ain't gonna be as easy as it looked.

Locate the pile of **Scouts** at the left end of the platform you're on and throw one as far as you can to the right, to draw the crocodile away. When it's a fair distance away, swim as fast as you can through the door on the left and onto the bit of land just inside the door. You have to move fast: if the croc catches up, you won't last long!

Once safely on dry land, jump over the broken bridge, arm yourself with one of the **Scouts** from the pile and stand near the gate lever. Use the skull to lure the croc in, then pull the lever to trap him inside the room (14). Now make

your way up the stairs and flick the switch up there: this will open your way out and lower some cages for you to jump across – as well as opening the panel opposite, which has a **Feintable**. Use these and the chains hanging down to get to the next switch, which will lower more cages (15) so you can reach the next.

Repeat this until you open the capsule, then jump down and swim to the middle to retrieve the **Idol**. When you pick it up, the floor will crumble and you'll be back underwater. Quickly swim to the left or right to find a vine-covered door and use your machete to chop your way out. Once out, the door trapping the crocodile will drop and it'll be after you again. All you have to do to complete the level is make it back to the platform you started on, so swim for it.

KEEPING UP WITH THE JONES'

KING OF THE SWINGERS

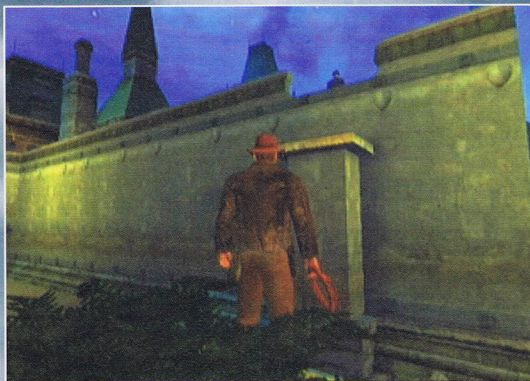
If you find yourself lost with nowhere to go, check around the walls and ceilings for things to attach your whip to. Nine times out of ten you'll have to swing your way out.



15 Swing and jump around the cages.

LEVEL 2

PRAQUE



01 An easy to miss ledge. Use the plant pot to jump up there.

LEVEL 2.1

THE CASTLE GATES

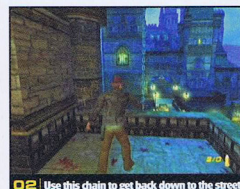
OBJECTIVES:

- DISCOVER A WAY TO SLIP INSIDE THE CASTLE GROUNDS

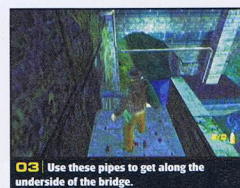
» Head straight on and kill the various guards you come across. Be sure to pick up the **Luger** that the first guard drops: this is the standard weapon they use, so there's always plenty of ammo. When you reach a dead end, turn around and use the plant pot to reach the high ledge (01) opposite – there are guards up there so be careful when climbing up.

Make your way round the rooftop and up the stairs into a corridor that will lead outside onto a balcony. If you look to the left of the balcony you'll see a chain (02) that you can climb down.

Head downwards onto the road below, then take a right and check the crate on the truck for a **Medkit**. Make your way back to the start of the



02 Use this chain to get back down to the street.

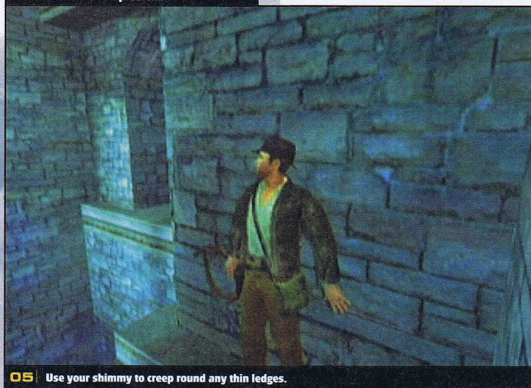


03 Use these pipes to get along the underside of the bridge.

bridge and go down the stairs, and then immediately turn left. You'll see a drainpipe (03) that you can hang from. Jump over to it and then make your way towards the ledge on the right; here you'll have to whip-swing to the chain then use the chain in order to get on to the next ledge. Now just follow the path round to the exit door.



04 Time your rolls carefully and these blades shouldn't be a problem.



05 Use your shimmy to creep round any thin ledges.

LEVEL 2.2

THE DUNGEON

OBJECTIVES:

■ MAKE YOUR WAY THROUGH TO THE COURTYARD

» Follow the walkway from the start point until you reach the locked door. Turn around and swing over to the other side, using

your whip on the statue. You'll see a switch that you can't get at – you'll have to come back later, so just leave it for now.

Head down the ladder and down the stairs. If you hit the switch at the bottom, you'll open the cell and find a **TABLE LEG**; use this to kill the guards in the room then head down the corridor... It's booby-trapped with various hazards **04**, so use your jump and roll to avoid them and flick the switch at the end. This opens a door that leads back to the room you started in. It also opens the grate covering that switch you saw earlier, so go back there and flick it.

Go through the previously locked door halfway down the stairs and follow the corridor until you reach a pit. Use the hook in the centre to whip-swing to the other side, then use the ledge on the left to shimmy to the room on the side of the pit

05. You'll find a lever inside – when pulled, the hook that you swung over on will drop and be replaced by a chain for you to climb up.

From your elevated position, you can easily swing into the room above the room you were just in. The place is teeming with Luger-toting guards that will have to be dealt with before following the corridor into the main dungeon. Here you will find a **FOUNTAIN** at one end. Jump up on to the raised section in the middle and pull the lever. This lowers the chains you'll need to reach the next lever at the far side. The lever opens the grate at the other end, so go back to the middle and reset the levers so the other chains drop back into position. Use these to get through the now-open grate and reach the exit.



LEVEL 2.3

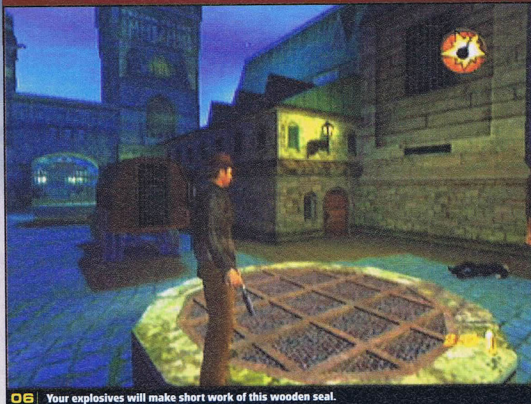
THE COURTYARD

OBJECTIVES:

- FIND A WAY INTO THE CASTLE'S MAIN KEEP

▶▶ Head out of the room into the courtyard. There are plenty of guards here, so pick up their weapons to keep stocked up with ammo. Head to the far corner of the courtyard to find a truck with a **SUB MACHINE GUN**, **AMMO** and an **EXPLOSIVE CHARGE**. Set the explosives on the boarded-up wall

(06) on the opposite end of the courtyard and take cover. Drop down the hole that's left and swim into the next room where you'll find a switch. Flick this to open a door on the left where you'll find another switch that spins the wall to take you inside the castle.



06 Your explosives will make short work of this wooden seal.



MAP

LEVEL 2.3

The Courtyard

LEVEL 2.4

THE GREAT HALL

OBJECTIVES:

- MAKE YOUR WAY TO THE LIBRARY
- FIND A KEY TO THE LIBRARY DOOR

▶▶ Head straight out the room and follow the hall round to the left and down the stairs. Go up the stairs opposite to get a **BOTTLE** if you want; otherwise continue through the large door in the centre. Kill the guards in the large room, head upstairs and across to the other

side of the room. There's a **FOUNTAIN** at the bottom of the stairs on the other side if you need water.

As you're coming down the stairs you'll notice a swing point on the ceiling; use this to get up to the next platform. Use the chandelier to cross over the large room to the other side and follow the hallway into the great hall. Here you'll see a collection of oh-so-foolish guards standing directly underneath a huge chandelier (07) – teach them a lesson by shimmying round the ledge to your right and flicking the switch on the other side.

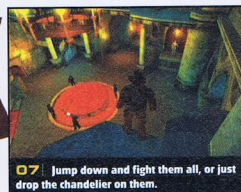
Use the swing point near the switch to reach the chain left by the chandelier and swing into the upper room near where you came in. Take the door on the left and dispose of the guards before grabbing the **Key** on the table at the end of the room. Head back to the great hall and use the key to enter the exit door at the bottom of the stairs.



MAP

LEVEL 2.4

The Great Hall



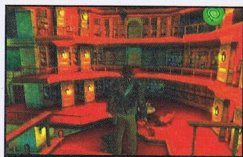
07 Jump down and fight them all, or just drop the chandelier on them.

LEVEL 2.5

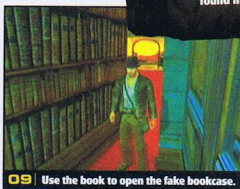
THE LIBRARY

OBJECTIVES:

- MAKE YOUR WAY DOWN TO THE ALCHEMIST'S LAB
- FIND A CASTLE MAP
- LOCATE AN ITEM TO OPEN THE FALSE BOOKCASE



08 Use the chandelier to gain access to both sides of the library.



09 Use the book to open the fake bookcase.

▶ The library is on four levels (08). You start on the second and must get to the top. Use the boxes in the left corner of the second level to get up to the third, and swing across using the whip point. Leave the lever you come across and head up the ladder. Take out any guards and then whip swing the chandelier to the other side. On one end of this platform is a ledge that you can shimmy round to reach a lever; flick it to open the back wall of the second level.

Climb back down the way you came, go to the table and pick up the

Book that was behind the wall. Go back up to the lever you passed on the third level and use it – this lowers the chandelier so that you can reach the other side of this level. Use the book to open the fake bookcase which is directly ahead of you (09) and pick up the Map that's inside, then go back out through the bookcase. Another bookcase will open on the bottom level when you leave, releasing a few guards. When they're dead, run through the bookcase to the exit and the

(ASTROLOGER'S CLOCK).

PUZZLE LVL 2.5

THE ASTROLOGER'S CLOCK

You'll be sent here a total of four times (after stages 2.5, 2.6, 2.7 and 2.8), each time using a different item to activate the clock. Pull the switch near the reapers to summon a demon which will demand a present from you. Give the demon the necessary item and the levers that control the clock will be revealed. Move all three parts of the clock to open the next door. Simple.

STAGE 1

The Sun is needed for the first clock puzzle. As you start, it will be right in front of you. When you pick it up, run quickly and roll out through the closing door, into the clock room. To open the first door, the sun hand has to be on II and the moon hand on IV, while the Taurus symbol is in the top ring.



STAGE 2

For this door you'll need to offer the Moon Stone. The sun hand must be on XII and the moon hand on III. Scorpio has to be in the top ring.



STAGE 3

This time you must offer the Broken Sword. The sun has to be on VI and the moon on XI. Gemini must be in the top ring.



STAGE 4

You must offer the Medallion. Both sun and moon hands must be on X and Libra has to be in the top ring.



HIDDEN ARTIFACTS

LEVEL 2.5

MEDALLION OF LEBUSE

Once you have pulled the switch on the top floor, a room directly beneath the switch will open on the second floor. The medallion can be found inside.

10 Swing through the stained-glass window to get back inside.

LEVEL 2.6

THE ARMOURY

OBJECTIVES:

- FIND THE BROKEN SWORD
- RETURN TO THE CLOCK

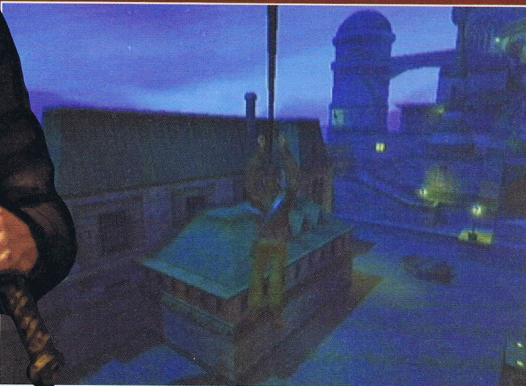
▶ Break the boxes to find a Medallion, then climb the ladder in the corner of the room. This takes you up to the top floor of the barn where you can find another ladder to the roof. From there you'll spot a few guards down in the courtyard – they won't notice you so just keep out of sight. There's a small ledge to shimmy around on the right of the ladder that leads you round to the side of a building. Climb the ladders on the wall and get through the window.

Outside one of the windows is a chain; jump out and grab hold. If you climb down a bit and start swinging you'll smash through the stained-glass window into a room with a guard (10). Kill him, then go to the room on the right and climb the ladder onto the roof. Climb up into the window and take out the guard in the room.

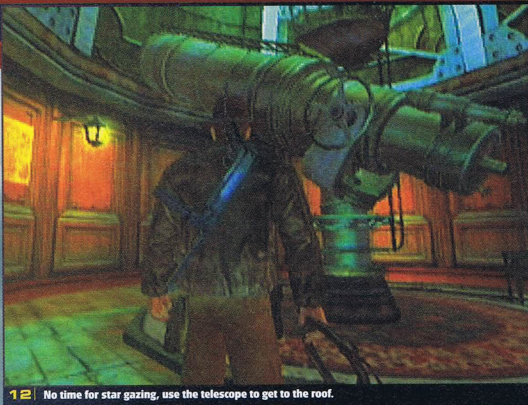
Resist the urge to use the zipline on the left for the time being – instead, drop out of the window ahead of you onto the next rooftop. Search around the roof for some Ammo. If you punch the glass section of the roof it'll smash, allowing you to drop down into the room below. You will find The Broken Sword in a glass case in the middle, so smash it open and grab it.

To get back to the clock room, exit through the door in the back corner of the room and you'll find yourself in one of the tower rooms you were in earlier. Fight your way forward until you get back to the room with the zipline in it and zip down to where you started (11). Now just go back down through the barn to the exit door. (See the box titled

(ASTROLOGER'S CLOCK) Stage 2.)



11 Instead of fighting your way back to the barn, just zipline down.



12 No time for star gazing, use the telescope to get to the roof.

LEVEL 2.7

THE OBSERVATORY

OBJECTIVES:

- FIND VEGA'S MANIFESTO
- RETURN TO THE CLOCK

▶ Leave the room and go up the stairs in the open room on your left. Follow the path around the building and enter the room that the guard comes out of, then take the door on the left out onto a balcony.

On one side of the balcony is a chain – use it to climb up to the ledge above you. Jump up on to the roof and then follow the ledge up and around the roof, then up onto the bridged area. A few guards will come running out from a room up here, so take them out before you continue.

Ignore the open door and the ladder and head down the stairs near the bridge, taking a left at the bottom. There's a swing point on the side of the bridge that will take you to the other side and onto a new tower, so swing across onto the wooden pathway. Follow this to the right and enter the door there.

Inside you'll find a switch box in need of a **LEVER** – this can be found upstairs on the table near the telescope (12). Using it on the box will open a panel on the wall near where you picked up the Lever (13), as well as opening up the observatory ceiling.

Go back upstairs and take **VEGA'S MANIFESTO** out from the panel that opened. Some guards will start breaking down the door, so leg it up the ladder on the side of the telescope and out onto the observatory roof. Take the zipline back down to the first tower and go through the open door that you land in front of. Head down the stairs and past the **FOUNTAIN** until you're back outside. Head down the stairs on your left then take the door at the end of the path. This will take you back to the clock room. (See **ASTROLOGER'S CLOCK** Stage 3.)

HIDDEN ARTIFACT'S LEVEL 2.7

STOCHOV FRAGMENT

As soon as you start the level, step outside the room and walk around the small ledge that runs around the building on your left. When you get round the other side you'll see a tower – jump over to it and go inside the room to find the artefact.



13 The Manifesto is hidden behind the blue panel.

LEVEL 2.8

VEGA'S TOWER

OBJECTIVES:

- FIND THE SOUL CRYSTAL
- RETURN TO THE CLOCK

▶ Leave the room and use the chain on the right to swing to the next balcony. Go back inside and up the stairs, then jump out the window at the top onto the next building – it's a long jump so be careful and time it right.

Follow the thin ledge around the building onto another balcony. There are guards on this one who try to throw you off when fighting, so try to keep away from the edge. When you've dealt with them, go back inside and up the stairs. At the top is another window with another huge jump – time the jump so you hit the button when you're right on the edge.

Move around the ledge and use the swing point to reach the ledge opposite, then climb up the chain a bit. Use this chain to swing onto the next chain then swing to the next ledge, where you'll find yet another chain. Climb up to the top of this chain, jump into the bell tower and then into the lift at the

back; this will take you up behind the clock face. Pull the lever in the centre of the room to open the face, then climb the ladder in the corner to find the lever to launch the plane, and you, over to Vega's tower (14).

You'll see the **SOUL CRYSTAL** as soon as you enter the tower: it's on the right on Vega's chair (15). But when you pick it up, gas vents open and the doors close. Move quickly... head up the bookcases at the side of the room and climb onto the upper ledge. Use the chandelier to swing across the room and jump through the stained-glass window to safety. Use the chains to make your way downwards then swing into the doorway at the bottom. Head down the stairs to the exit door at the bottom.

After solving the final clock puzzle (see **ASTROLOGER'S CLOCK** Stage 4) Next up, it's **THE EXPERIMENT**.

BEAT THE BOSS!

THE EXPERIMENT

STAGE 1

This guy is strong... very strong, so try not to get too close. He'll start by throwing crates, tables and chairs at you, followed by a powerball which is very damaging. Just keep moving and you should be fine. There are two machines around the edge of the room that have beakers of green acid on them. Grab these and throw them at the abomination. The acid is the only weapon to which he is vulnerable, so don't waste your time trying to attack with anything else.



S1 Keep on the move to avoid the crates he throws.

STAGE 2

After hitting him with five beakers he'll destroy the main machine, leaving an **ACID-COVERED METAL PIPE**. Pick this up and beat him with it until he dies. He is most vulnerable between his attacks, so time it right and he should be a pushover. When he's dead, grab the **WEAPON** before he dropped and head for the door.



When you reach the bell tower, drop down the hole that the bell has made in the floor. The artifact is at the side of the room.

14 Rickety old glider prototype. The only way to fly.



15 Take the Soul Crystal and be ready to leg it.

LEVEL 3

ISTANBUL

LEVEL 3.1

ISTANBUL BREAKOUT

OBJECTIVES:

- ESCAPE THE CELL AND RECOVER YOUR EQUIPMENT
- FIND A WAY INTO THE RUINED MOSQUE

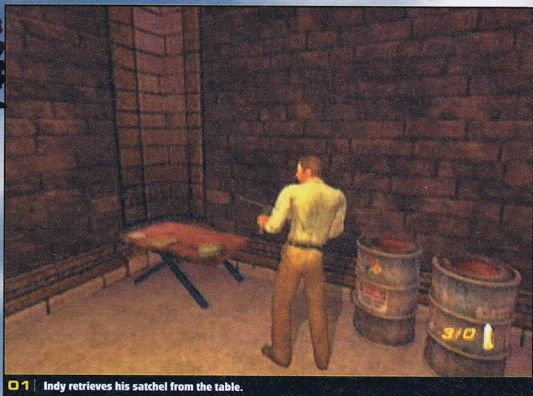
» You'll start inside your cell, being attacked by two guards. All your weapons have been taken so you have to fight hand to hand with the first few guards. One of them has a **TURKISH KNIFE**, so disarm him and use it yourself. When all the guards are dealt with, go down the stairs on the left to a long corridor with a few guards. Tucked away to the left of the corridor you'll find some **GRENADES** – take care using them as they're extremely powerful and will kill you instantly if you're caught in the blast. When you're out in the open again, jump up on to the platform in front of you and go down the stairs on the left. You'll find another corridor to fight your way down. At the end, on the table, is your **SATCHEL**, a **MEDKIT** and some **AMMO** (01).

Make your way back outside and use the swing point to get onto the wall directly ahead. Look around the floor to find another **MEDKIT** and then drop down to take out a few more guards. A guard will take control of a fixed machine gun at the far end when you get close – you'll have to take him out, and then get on the

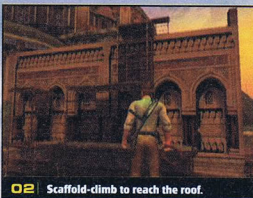
gun yourself and use it to take out any remaining enemies.

Head down the stairs and out into a large area where four guards will surround you. You'll get a little help from a mysterious stranger but you'll have to do most the fighting yourself. When they're dead and the stranger has disappeared, go through the door that opens and climb up the scaffolding inside. From the top of it you can get on a chain and swing to the upper ledge and then go out onto the roof. Shimmy round to the right and make a jump for the scaffolding ahead of you, then follow the scaffolding round the building until you can get inside.

There is a lift that can be used inside by pushing off the box that is weighing it down, this will take you to the upper level, where there is a zipline leading to more scaffolding for you to make your way round. You'll end up in an area similar to the one you started in, take out the guards and climb up the scaffolding to the roof (02), keep heading upwards and you'll eventually reach the exit door.



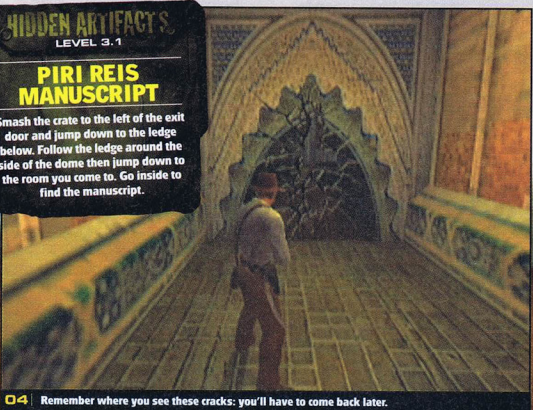
01 | Indy retrieves his satchel from the table.



02 | Scaffold-climb to reach the roof.



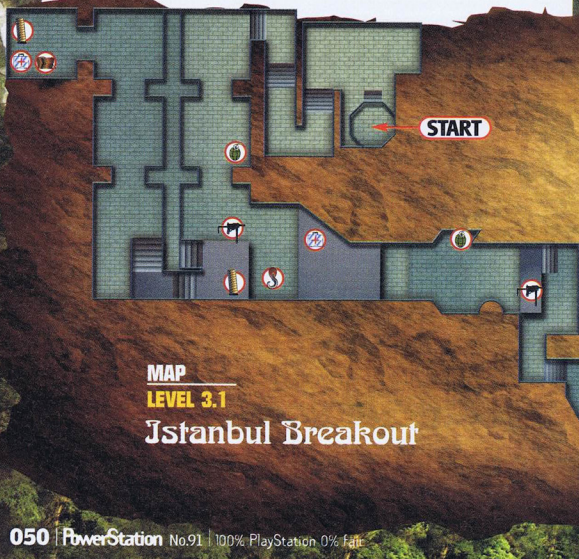
03 | Tread with care on old floors.



04 | Remember where you see these cracks: you'll have to come back later.

KEY

- SATCHEL
- MACHINE GUN
- GRENADE
- AMMO
- MEDKIT
- WHIP POINT



MAP

LEVEL 3.1

Istanbul Breakout

LEVEL 3.2

THE SECRET OF THE MOSQUE, PART 1

OBJECTIVES:

■ FIND OUT WHAT THE NAZIS ARE LOOKING FOR

» Go left from the start and take the first door. Swing over the gaps using the swing points, then slide down the slope – near the bottom is a swing point you'll have to use to avoid falling to your death. Search around the room you land in to find a **MEDKIT**. Exit through the door near where you landed and take out the guards on the balcony.

There's a small ledge on the left that you can shimmy around. Take out any guards in the area – there's a **MACHINE GUN** and **AMMO** on a table at the back. Go through the back door and down the stairs, taking out the guards as you go. You'll end up in a large room with loads of holes in the floor (03). Make your way around the

room by swinging and shimmying until you reach a gap with a doorway underneath. If you're low on health or just want to top up, continue round the room to reach the **FOUNTAIN**, otherwise just drop down and go through the door. If you fall into the water below you'll have to make your way to the corner you started in and climb the ladder up to the start.

Follow the corridor round to the left, making note of where the explosive point is (04) and take out all the guards in the large room at the end. You can find the **EXPLOSIVES** and a **MEDKIT** on a table at the side. Go back to the explosive point and blow it open with the explosives. Exit through the hole and you're done.

LEVEL 3.3

THE SECRET OF THE MOSQUE, PART 2

OBJECTIVES:

■ REACH THE CRANE AND DESCEND INTO THE PIT

» From the start point, head forward and take a left into a large room with plenty of scaffolding. Take out any guards hanging around before you start climbing – the last thing you need is them taking pot shots at you. Start by climbing up the scaffold on your left as you come in the door and use the swing point to reach the opposite corner. You can't climb up any higher in this corner so you'll have to leap for the platform in the next corner – it's a long jump, but you can make it. Go through the gap in the wall then grab the ledge above it to pull yourself into the higher gap. Go through, back to the main room, and jump onto the ledge in the last corner of the room. Head through the gap in front of you and use the swing point to get to the other side of the

corridor. You'll find yourself walking through a small passage; follow it and drop down into the room at the end. There are plenty of guards here, so deal with them and pick up their dropped weapons – you can top up life using the big **FOUNTAIN** in the centre of the room (05).

Enter the lift on the far right of the room and pull the lever inside. This takes you up to a large room with a crane in the middle. You have to make your way over to the crane and use the ladder on the side to get in. Use the controls at the front of the crane to control its pincers and pick up the huge stone head that's on the ground (06), then move it over the big hole in the ground – the head should be lifted as high as it can be over the hole for it to work. Once it's in position, a ladder will slide down behind you and some guards will follow; take these out and head up the ladder to the top of the crane. Climb up the crates and the ladder to reach the neck of the crane and walk along it. At the end is a whip point that you can use to get onto the stone head. As you land, a guard in the crane will drop the head – and you – into the hole.

HIDDEN ARTIFACTS
LEVEL 3.3

OTTOMAN SEAL

As you start, there is a broken wall directly ahead of you. Roll under the wall and into a secret room where the seal is hidden.

HIDDEN ARTIFACTS
LEVEL 3.4

DELIAN PROCLAMATION

When you cut the rope holding the crate, it'll drop and smash. The artifact is inside.

06 Grab the head with the crane: it's your ticket outta here.

LEVEL 3.4

THE SUNKEN PALACE

OBJECTIVES:

■ FIND A MAP OF THE SUNKEN CITY

■ MAKE AN ENTRANCE INTO THE PALACE OF BELISARIUS

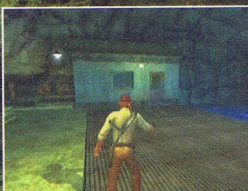
» At one end of the room is another crane – ignore this for now and swim over the other side and climb up onto the strip of land. There's an **OXYGEN TANK** on the floor and a **MEDKIT** in a crate up here; also, take note of the explosive point on the pillar. Jump into the water on the other side of the land and dive down through the underwater doorway – avoiding the sharks. Swim round to your left to see a big stone hand pointing: keep swimming in that direction until you reach land.

Head straight on, taking out any guards, and enter the small hut at the far end (07). Inside you'll find a **SPEAR GUN**, plenty of **AMMO** for it and the **ISDNUL MAP**. There's also a hidden **FOUNTAIN** that can be found by going out the other door and rolling under the gap between the crates. Once you've collected all this, go back outside and jump into the water next to the hut. Dive down to the right-hand wall, take out the two guards down there and grab both the **EXPLOSIVES** that they were guarding.

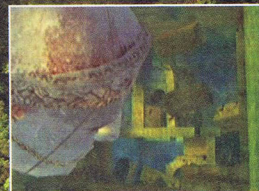
Go back to the surface and head back through the underwater tunnel to the area that you started in, and use one of the explosives on the

pillar you saw earlier. When it detonates, the fallen pillar will create a ramp up to the upper levels. Here you'll have to jump and swing from platform to platform to make it round until you land on a crate held up by a rope. Use your Turkish knife to cut the rope and you'll drop to the platform below where you can easily jump to reach the crane. Use the levers at the front of the crane in the same way as before to pick up the big head, only this time carry it over to the right where you can use it to smash through the wall (08).

Leave the controls and climb up the ladder behind onto the top of the crane. Climb down the other side and onto the platform at the bottom. Follow the path round and climb through the gap that you made with the head. Make your way around the ruined walls and go up the stairs at the side of the room. Move to the ledge at the side of this room and use the swing point to reach the other side. You'll find a doorway with a large gap in front of it – you can't actually make the jump from the level you're on, so you have to climb onto the side of the doorway and jump from there.



07 Goodies galore inside this hut.



08 Use your head to break out.

LEVEL 3.5

THE GATES OF NEPTUNE

OBJECTIVES:

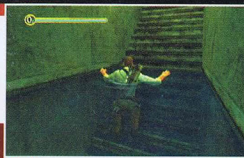
- MAKE YOUR WAY TO THE TEMPLE OF POSEIDON
- FIND THE KRAKEN COIN
- FIND THE SEAHORSE COIN
- FIND THE TRIDENT COIN
- FIND THE WINE COIN
- OPEN THE TEMPLE GATE

» You'll start on a ledge above the water. Dive in and swim to the far end. The platform in the far left corner is the only one you can climb onto from the water, so whenever you fall in you'll have to come back here. Climb onto the platform and walk along the ruins to the ledge along the wall and use the whip point get over the gap. Keep following the ledge and shimmy around the next pillar. Let yourself drop on to the floor below and then jump over to the nearest piece of floor. Now follow these ruins back round to the middle and jump on to the next. Keep jumping from ruin to ruin until you reach the staircase. When you get to the top of the stairs you'll see a door in the wall; jump over and fight your way to the end, where the **Wine Coin** is lying on the floor.

Retrace your steps and jump back in the water. There are underwater passages in the far left corner where you climbed out before: swim under to the next area, avoiding the sharks. When you surface, swim dead ahead and dive underwater: you'll see a staircase that you can swim up and get back to the surface (09). Walk along the rooftops and use the swing point to get into the next big area. Jump back into the water and swim to the far end where there's a low platform so you can climb out, making note of the explosive point in the wall near the platform. Make your way over the ruins to the platform on the left wall – there are a few guards around so be careful you don't get thrown back in the water. When the guards are gone, pick up the **Explosives** and **Ammo**. Don't go through the door just yet – you're not finished in here.

Go back across the ruins, this time taking the route into the middle. When you make it to the middle ruin, walk down the fallen pillar and use some explosives on the wall ahead. Go through the hole that's blown open and pick up the **Trident Coin** (10).

Now go back outside and into the water again. Head back to the

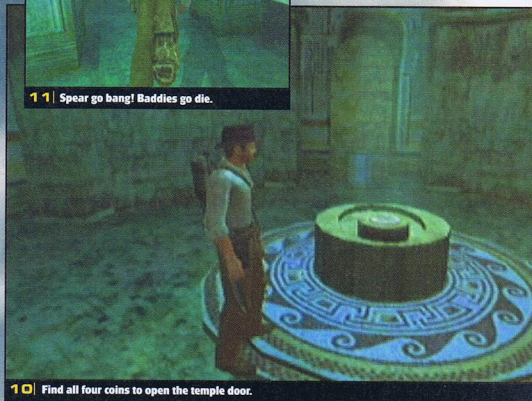


09 Use the underwater staircase to get back to safety.

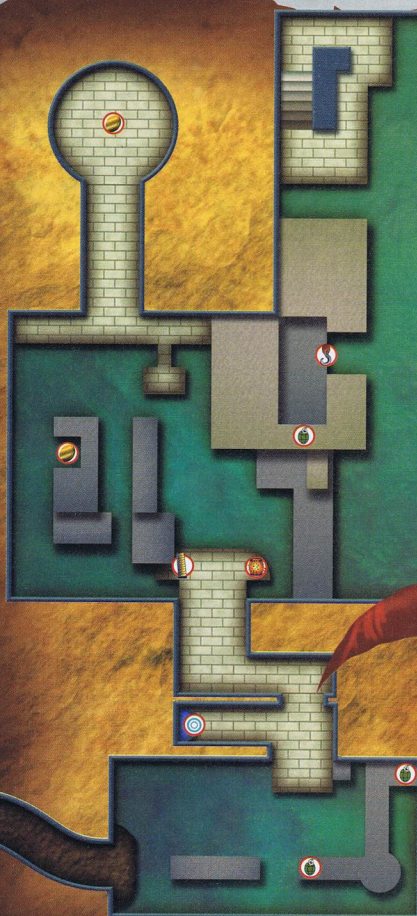
platform at the back where the other explosive point was and blow it open; inside you'll find the **Seahorse Coin**. Now make your way back to the door near where the explosives were and go through to the next area. From the ledge you're on you can jump onto a rope on the right and climb up to the ledges above. Make your way along these and onto the bridge – watch out for grenade-throwing guards as you follow it round. Jump the gap in the bridge then leap into the cave on the wall ahead of you and follow it to the temple entrance. You'll find the **Kraken Coin** on the floor beneath the water – when you have it, climb back up, jump the gap and make your way over to the door. There are four pillars here, each with a picture of one of the coins on. Place each coin in the corresponding slot then turn both the wheels between them to open the exit door.

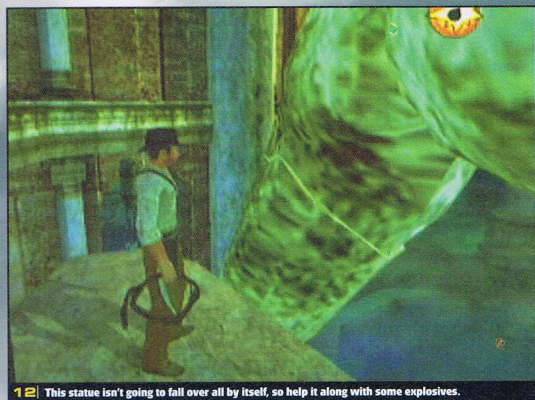


11 Spear go bang! Baddies go die.



10 Find all four coins to open the temple door.





12 This statue isn't going to fall over all by itself, so help it along with some explosives.

LEVEL 3.6

THE FALL OF THE SEA KING

OBJECTIVES

FIND THE KRAKEN'S CHAMBER

» Start by jumping into the water and swimming straight down between the statue's legs. There are two underwater guards down here and you have to kill them if you want to take the **EXPLOSIVES** they're guarding (11). Once you have the explosives, use one of them on the statue's right foot. You need to place one on the left knee as well, but you can't reach it from down here.

Swim back to where you jumped in and dive downwards to see an underwater tunnel that leads to an area behind one of the grates. Turn the wheel in this area and kill the guards that attack, then make your way back to the ledge you started on. The water will now have stopped, so you can use the whip point on the right to reach the ledge that runs around the wall – careful... some of the floors will crumble as you pass over them. When you reach the end, use the statue's trident as a whip point and get over to the other side.

Make your way round behind the statue and place your explosive on its right knee (12). When this explodes, one of the pillars will topple, leaving a platform that you can use to reach the higher levels. Work your way round behind the statue again and use the whip point to swing into its head. This will make it fall and break open a hole in the floor, which leads to

(THE KRAKEN).

BEAT THE BOSS!

THE KRAKEN

This calamari looks tough but is a pushover if handled right.

STAGE 1

» Get up on to the land on the left and pick up the **SUPER SPEARGUN**, **AMMO** and **EXPLOSIVES**, as well as the **KEYCARD** if you don't already have one.



S1 You'll need all the goodies you find.

STAGE 2

» Jump into the water and take out any approaching jellyfish. When it's clear, hit the Kraken in the eyes (the big orange circles) until he disappears to recover strength. If you get hit by jellyfish they'll drag you into the Kraken – hit x repeatedly to shake them off.



S2 Aim for its eyes, avoiding jellyfish.

STAGE 3

» Place an explosive on one of the pillars in front of where the Kraken sits then swim back to the land.



S3 Plant the explosive and swim away!

STAGE 4

» Place an explosive on one of the pillars in front of where the Kraken sits then swim back to the land.



S4 Another explosive will do the trick.

MAP
LEVEL 3.5

The Gates Of Reptune

KEY

- GRENADE
- COIN
- EXPLOSIVES
- SWITCH
- WHIP POINT
- AMMO
- FOUNTAIN

LEVEL 4

HONG KONG

LEVEL 4.1

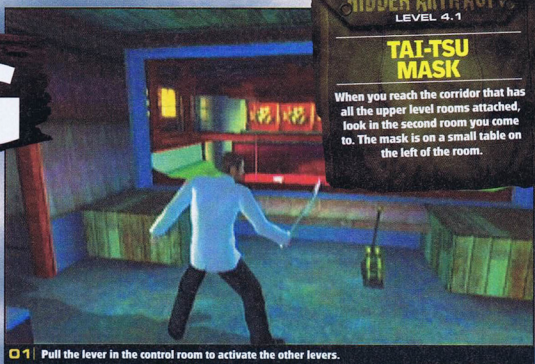
THE GOLDEN LOTUS, PART 1

OBJECTIVES
 RESCUE MEI LING

» You start in the middle of the club, surrounded by guards. These guards are different than any before: they're weaker, but much faster and have harder-hitting combos, so make sure you use your block. Deal with the many guards around, then head for the bar at the right of the stage. There's a door in the corner that will take you down to the lower levels where you'll have to fight a few waiters. Then use the ladder at the back of the room to get up to more ladders, then finally a wooden platform where you can see Mei Ling fighting. You can't get to her yet, so carry on, remembering to break the crates to get a **MEDKIT** and an **IRON SKIN POTION**.

Follow the path round until you get to a room with a lever in; pull it

to activate the other lever down near the stage (01). Head through the door opposite the one you came through and follow the stairs down to the balcony section of the club, which runs around the main part you started in. You'll have to fight your way round to the other side. Exit through the door at the end and go down the stairs. You're bound to be low on health by now, so fill up at the **FOUNTAIN** before heading through the door and pulling the lever you activated near the stage. This will raise the stage curtain, giving you access to the backstage area. Kill any guards then head up the ladder in the corner onto some scaffolding. Now use the ropes to swing yourself to the other side where the exit door is waiting.



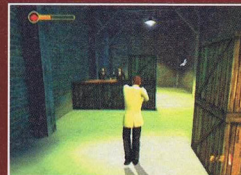
01 Pull the lever in the control room to activate the other levers.

LEVEL 4.2

THE GOLDEN LOTUS, PART 2

OBJECTIVES
 RESCUE MEI LING

» Just follow the corridor round from the start point, watching for the guards lying in wait behind almost every crate (02). Keep following the corridor until the game switches to a cut-scene where the guards run off with Mei Ling again. Next, just clean up the remainder of the guards and exit through the door at the end of the left corridor.



02 Be ready for an ambush here.



MAP

LEVEL 4.1

The Golden Lotus, Part 1

KEY

FOUNTAIN

POTION

SWITCH

MEDKIT



03 With unlimited ammo, you should have no problems keeping the guards at bay.

START

KEY



END

HIDDEN ARTIFACTS
LEVEL 4.3

QIANLONG PLATE

Whilst tearing round the streets, keep an eye out for a crate on the left side of the screen. When you see it, shoot it open to receive the artefact.

LEVEL 4.3

THE STREETS OF HONG KONG PARTS 1, 2 & 3

OBJECTIVES:

■ RESCUE MEI LING

► All three of these stages are the same. All you need to do is fend off the vehicles firing at you until you reach the next stage (03). You have unlimited ammo so there's no need to use it sparingly, but there's no health so try to hit them before they cause too much damage.

There are two ways to destroy the vehicles: either hit the bodywork repeatedly until it collapses, or hit all the guards inside. There are also explosive barrels dotted around the levels that will take out both the cars and bikes in one shot, if they're close enough.

HIDDEN ARTIFACTS
LEVEL 4.2

LONGSHAN IDOL

As you approach the corridor that has the exit in, you'll see a smaller corridor that has two doors with stars on. One door won't open, the other leads to a dressing room. You can find the idol on the dresser near the mirror.

MAP

LEVEL 4.2

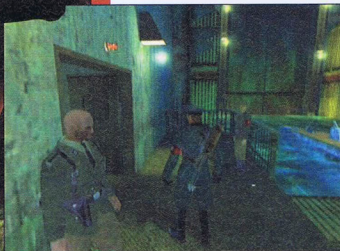
The Golden Lotus, Part 2

NEXT MONTH

HOLD ONTO YOUR HATS FOLKS! WE'RE NOT FINISHED YET!

► Next month, POWERSTATION will be back, bringing you the final part of our stunning mapped guide to Indy's adventures in the Emperor's Tomb! We'll be showing you where all the secrets are, how to get past every enemy, and mapping you a route through the remaining levels. Remember, not only are our guides the biggest, they are also the best, and you can rely on us to get you through the game safely. See you next issue, **onsale 4 September!** And don't forget your hat...

■ Part 2 will be in next issue...



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PART TWO
 FULLY
 MAPPED

RETURN TO CASTLE WOLFENSTEIN

OPERATION RESURRECTION

GAME ESSENTIALS

GENRE: SHOOT-'EM-UP
 PUBLISHER: ACTIVISION
 PRICE: £39.99



FORMAT
 PS2



ANALOG
 PAD



MEMORY
 CARD



PLAYERS
 1

P2 COMMENT



"STANDS OUT AS ONE OF THE BEST FPS GAMES OF THE YEAR SO FAR"

P2#37 is out now, and available from most good newsagents

As you uncover the Nazis' nefarious plot the missions get harder, but don't worry – we'll see you through to the end with the final part of our mapped guide...

MAP KEY

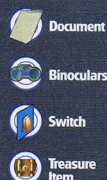
HEALTH ITEMS



WEAPONS



ITEMS



EPISODE 4



SECRET AREAS



122 Soon after the start you'll see a wall up on the left. Dispatch the guards then smash open the crate with the star on to find **Treasure Items**.



222 In the house you come to smash the floor to the left of the fireplace to find some **Treasure Items**.



■ Watch out for the sniper in the tower!



■ The first secret is just ahead.

OBJECTIVES

- Recover airdropped supplies
- Locate the main road
- Find the entrance to the supply compound

FOREST COMPOUND



■ Use the big gun to take out the enemies.



■ Kill this soldier before he sees you.



■ Use silenced weapons to keep hidden.

MISSION OVERVIEW

You've left the confines of dingy tombs and dusty corridors for the great outdoors. This means you can see your enemies much further away, but they can also see you, so look out for snipers. The key to this level is stealth, so try to kill the soldiers as quietly as possible so the alarm isn't raised.



■ The Sten is silent but deadly.

SECRET AREAS x2



1/2 When you exit through the window of the building in the north of the compound, use the boxes on the right to get up to the cable. Walk along it to the roof of the adjacent building and drop through the open hatch. Shoot the gas tanks to blow open the crate and find a **Treasure Item**.



2/2 Head to the area with the crates behind the truck and smash open the crate at the end to find an **Armoured Helmet** and **Flak Jacket** inside.

OBJECTIVES

- Ensure that no alarms are sounded
- Recover OSA M1S sniper rifle
- Infiltrate supply compound
- Stowaway aboard supply truck bound for rocket base

MISSION OVERVIEW

You mustn't let any enemy soldiers sound the alarms if they see you, so kill them quickly or destroy the alarm before they can reach it. The sniper rifle is the best weapon to use, as you don't have to get up close and personal. Make sure you don't kill the final guard at the gate otherwise the truck won't be able to leave.



FOREST COMPOUND PART 2



■ Kill the guards before entering the compound.



■ Destroy the alarms so they can't be set off.



■ Hide in the truck to finish the mission.

ROCKET BASE



■ Press the button to terminate the launch.



■ Cross this unstable bridge with care.



■ Kill the scientists that try to stop you.

OBJECTIVES

- Locate main control room
- Terminate launch of V2 rocket
- Locate exit and proceed to the outer compound

MISSION OVERVIEW

You don't have much time before the V2 rocket is launched, so dispatch your enemies quickly and don't linger too long in the same place. Make sure you listen out for announcements that tell you how longer there is until the launch.



■ No time for stealth - get blasting!

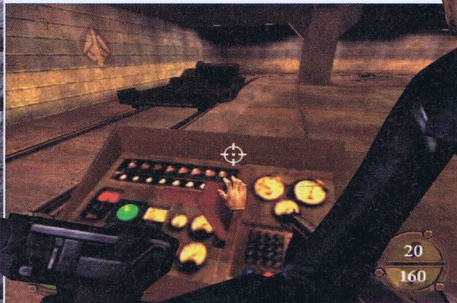
SECRET AREAS



1/2 In the crates opposite the truck you arrived in you'll find a **Treasure Item**.



2/2 After you've crossed the collapsing bridge, enter the next room and smash the notice board at the back to reveal a secret compartment. Under the table to the right is a switch, press it to open the compartment and find **Treasure Items**.



■ Activate the train then jump aboard.

OBJECTIVES

- Locate and destroy MVX-mk1 radar array
- Destroy all radio communication gear
- Locate entrance to X-Aircraft facility

MISSION OVERVIEW

As you continue through the base the amount of enemies you encounter increases, but you'll come across a couple of mounted machine guns to mow them down with – just be sure not to get caught in their line of fire yourself.

SECRET AREAS



1/3 Before you cross the bridge at the start of the level, go down into the water on the left and swim down to find a vent, behind which are some **Treasure Items**.



2/3 Once you reach the end of the road and go up the stairs, head through the door on the right and smash the grate on the floor and drop into the vent. Go through it to find a **supply room**.



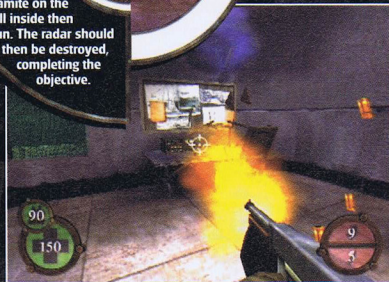
3/3 After you've destroyed the radar and climbed down the ladder in the nearby room open the small grate on the floor to find a wheel. Turn it and you should hear an explosion – that's all you have to do.

RADAR INSTALLATION

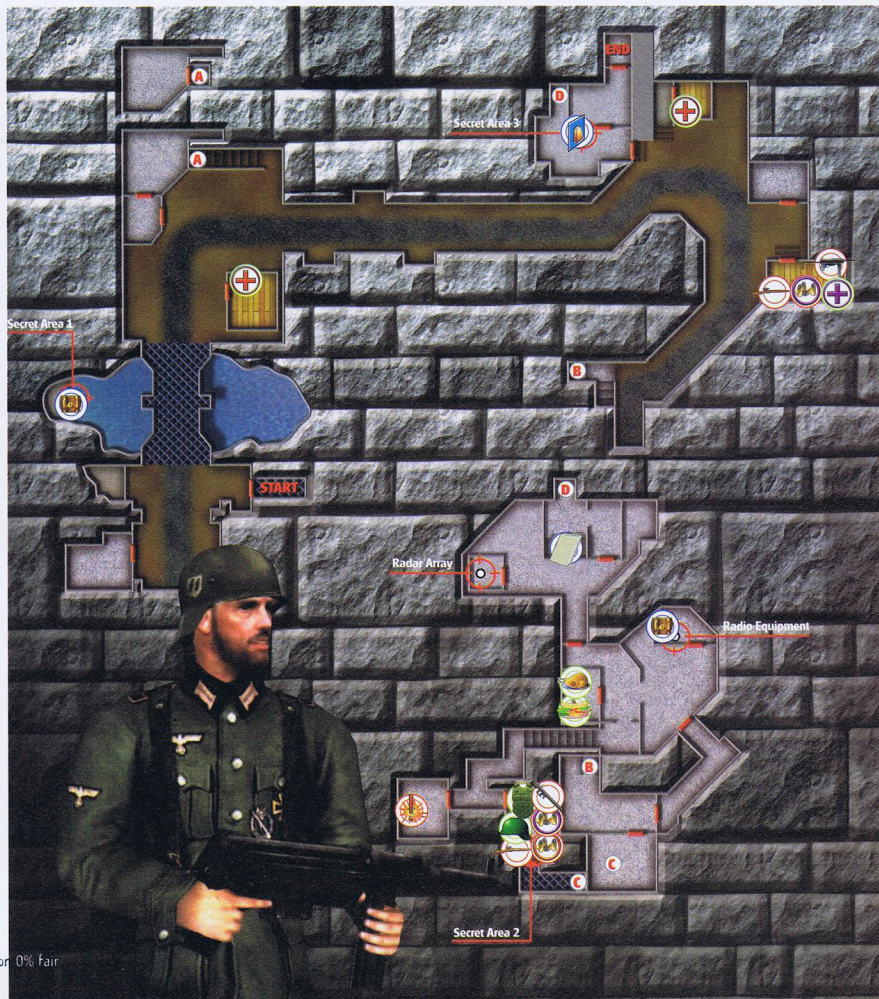
In the building the radar array is in, plant some dynamite on the wall inside then run. The radar should then be destroyed, completing the objective.



Keep firing until there are no more guards.



Destroy the radio with the weapon of your choice.





PREPPING THE KOBRA

Once upstairs in the launch silo go through the nearest door. On the panel you'll see two switches. Flip the one on the left to move the Kobra up into fuelling position. Leave the room and head right into the room at the end. Go round to the right again to find another switch. Flip this one to fuel the Kobra.

Now you must open the tower doors, but the switch in the previous room doesn't work so it needs to be done manually. Leave the room and head to the other end of the corridor, going through the next room to get outside. You'll see some paratroopers coming down, so quickly climb the ladders to the top and go through the door. Turn the wheel in the room at the end to manually open the tower doors. The Kobra is now ready to go.



PARATROOPERS

Once you've finished prepping the Kobra and you're climbing back down the ladders you'll encounter paratroopers for the first time. Most of them carry the powerful FG42 paratrooper rifle, which makes them tough to beat.



OBJECTIVES

- Gain access to Kobra launch silo
- Prep Kobra for launch
- Capture Kobra and fly to OSA airbase in Malta

MISSION OVERVIEW

The Kobra is a top-secret piece of Nazi equipment and they aren't going to let you just wander in and take it. Despite resistance being relatively light to begin with, you'll soon find yourself running for cover.



■ Kill the last few enemies and head to the exit.

Kreisau Circle operates the scientist but are surrounded. Kill all the Nazis before they kill him. Once he's safe, run to the tank before it's destroyed.

EPISODE 5

PANZERGRENADE TEAM

The team consists of all the soldiers around the first corner and those within the building on the right. Kill the ones outside first then go down the alley on the right and up the stairs toward the left. Kill the rest of the team inside and go back down to the tank.

FLAMETHROWER

You encounter a flamethrower-carrying soldier near the SWF scientist. Shoot him with a powerful weapon, but don't get cornered. Grab his flamethrower and have fun!

SECRET AREAS



1/2 When in the alley near the entrance to the SWF complex go up to the first floor of the building via the collapsed floor, then jump through the window to the building opposite. Shoot the barrels to make a hole in the wall and find some **Treasure Items**. Now drop through the hole in the next room, aiming for the tank so you don't take any damage.



2/2 Once inside the SWF complex you'll see that the first large room you come to is in a sorry state. Climb up one of the beams on the right, sidestep to the central beam and jump to what's left of the upper floor. Up here you'll find a **Medium Health** and some **792mm Ammo**.

OBJECTIVES

- Eliminate Panzergrenadier team
- Escort the captured Panzer safely to the SWF complex
- Aid Kreisau Circle in safe defection of SWF scientist
- Gain access to SWF complex

MISSION OVERVIEW

You must investigate the Secret Weapons Facility, but first you need to get to it through the heavily bombed town of Kugelstadt. You have a stolen Panzer to help you through but the Panzergrenadier team will make short work of it if you don't take them out.



PROTECTING THE TANK

At the entrance to the SWF Complex there's a large anti-tank gun and some soldiers carrying Panzerfausts. If you don't destroy these quickly the tank will be destroyed and the mission will be over. Use your own Panzerfaust to do the job quickly. Also look out for the sniper in the building on the left who's trying to stop you.

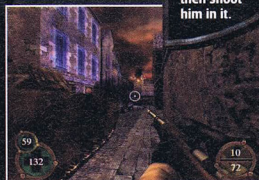
SNIPER

Look out for the sniper as you run into the courtyard. Lob a grenade up to the window or move back until you can see his head and then shoot him in it.

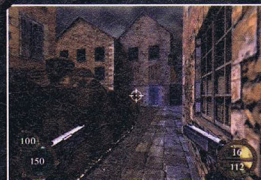
KUGELSTADT



Jump onto the tank so you don't take damage.



Use the tank for cover as it takes out the sniper.



Ready for some two-gun action?

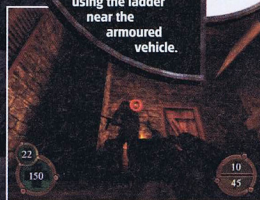
BOMBED FACTORY PART 2



■ Look out for the snipers outside.



■ Shoot the barrels to make a hole in the wall.



■ Kill him before he notices you.

At the top it seems you can't go further, so jump onto the roof. If you fall you climb get back up using the ladder near the armoured vehicle.

ROOF JUMP

OBJECTIVES

- Infiltrate the Kugelstadt weapons factory
- Obtain Venom gun project book

MISSION OVERVIEW

The devastation is even greater as you move forward, meaning there are more places for the enemy to hide. Keep your eyes open for unexpected snipers.

SECRET AREAS



174 When you get inside and go upstairs you should see a crate in the room that has a balcony above it. Smash the crate open to find a **Treasure Item**.

EXPLODING ROOM

When you reach the large room upstairs the floor will suddenly explode, making a large hole. You need to jump across the gap and go through the door on the other side. There are some items in the room below that you might want but beware of the two soldiers down there. If you do drop down you'll need to shoot the barrels to make a hole in the wall to leave the room by.



END

Roof Jump

Venom Tech Manual

START
Exploding Room

OBJECTIVES

- Gain access to the main warehouse complex
- Locate the primary lift and proceed to the SWF

MISSION OVERVIEW

The train yard provides plenty of convenient points at which to snipe from for both you and the enemy, so make sure that you keep your eyes open for vantage points and use them wisely.

SECRET AREAS



1/2 Once you reach the train cars head left and climb the ladder to the nearby roof. Look down at the train and you should see an opening in the roof of one of the cars. Drop down into the car to find lots of items.



2/2 After pressing the switch to activate the lift jump up onto the handrail of the walkway and then to the part of the walkway that isn't connected to the rest. Jump from here to the section on the left then through the window. Head through the door to find lots of goodies

TRAIN YARDS



■ Head outside with caution.

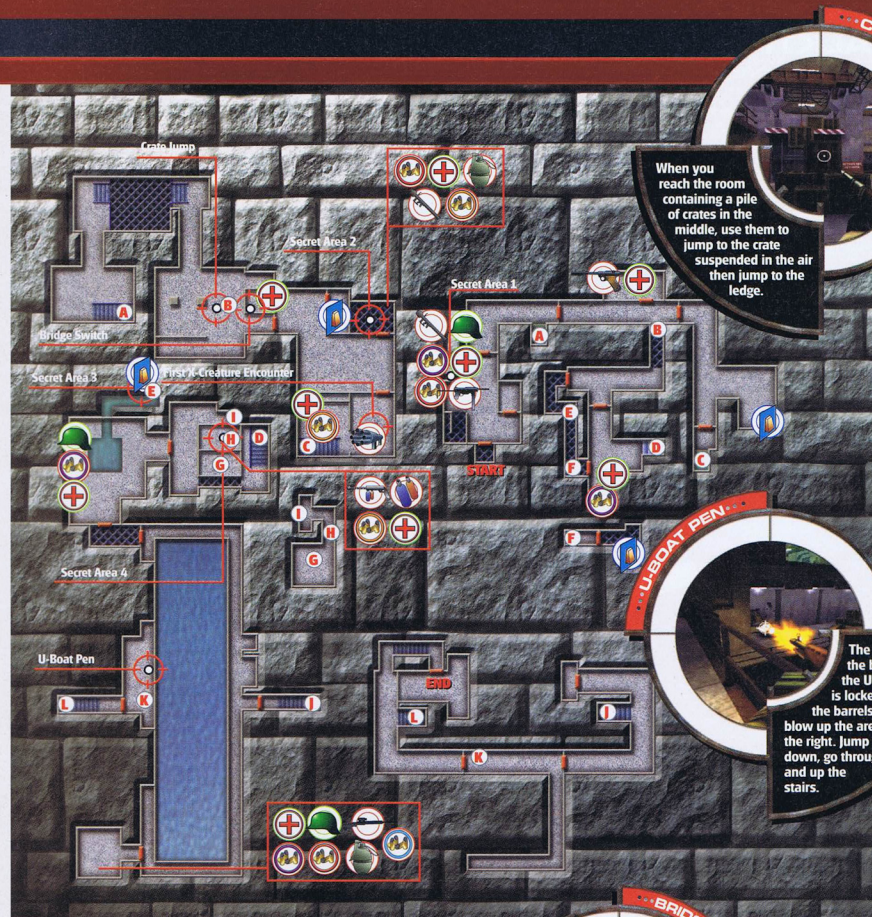


■ Use your elevated position to take out enemies.

■ Use the crates for cover.



To progress further into the building you'll need to unlock the doors using the two switches in the room on the right in the corridor opposite the warehouse.



When you reach the room containing a pile of crates in the middle, use them to jump to the crate suspended in the air then jump to the ledge.

The door across the bridge over the U-boat pen is locked; shoot the barrels by to blow up the area on the right. Jump down, go through and up the stairs.

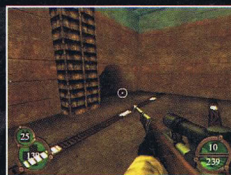
SECRET WEAPONS FACILITY

FIRST X-CREATURE ENCOUNTER

When you head down to the stairs to the lower level a Loper will break out of its holding cell. Run back upstairs quickly so you can shoot it from above, but be aware it may follow you. Use a Panzerfaust to kill it quickly and look out for its electrical blasts. When you go down the stairs again there are two more Lopers waiting for you.

In the room by the second secret area shoot the guard. Use the switch to lower the bridge, go through the door. Jump up to the bridge and go across.

Take this guard by surprise.



Swim through the tunnel to find a secret.



1/4 At the very start you'll see some gas canisters over on the left. Shoot them to blow a hole in the wall of the storeroom and head inside for lots of goodies.



2/4 When you first encounter the X-creatures you'll see one still sealed behind a door. Press the switch to let it out, destroy it then head into the room it occupied. Smash the wall at the back and head through to the secret area.



3/4 In the water, smash vent by the pipes. Swim right, climb ladder. Press switch, climb to vent. Turn around, go through vent, climb ladder, through door. Open panel, turn wheel to raise water level. Down ladder, open panel on right. Climb through.



4/4 Continuing from the last secret area, go down the stairs - there's water under the bridge. Jump in and swim through the opening to the right. Swim up through opening above you, then climb the ladder into a room containing lots of handy items.

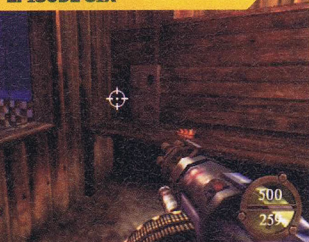
OBJECTIVES

- Locate Deathshead's U-boat pen
- Obtain information on Deathshead's destination

MISSION OVERVIEW

You've finally made it to the weapons facility and, as you can imagine, it's crawling with guards. But that's not the only thing stalking the corridors, as you'll soon find out.

EPISODE SIX



INNER COMPOUND SWITCH

Once past the outer compound you need to get to the area preceding the labs. Open the gate that leads to the inner compound with the switch in the small hut to the right.

SECRET AREAS x2



1/2 The first secret requires you to take a swim in the icy waters next to the submarine. Jump into the water where the rope is and follow it down to the bottom. Once there you'll find a broken crate containing some **Treasure Items**. Don't spend too long down there, otherwise you'll start to run out of air.



2/2 When you first enter the outer compound go round to the rear of the building on the right. Smash through the wood covering the cellar window and crawl inside. Climb up the ladder to find a supply room.

OBJECTIVES

- Breach X-Labs outer compound
- Gain access to main secure lab area

MISSION OVERVIEW

You've found out the location of the X-Labs and come to the frozen wastes of Norway. Don't worry – you won't be out in the cold for too long, as things will soon heat up.

EPISODE 6

LAB ENTRANCE

The door into the lab is locked so you must find a less conventional way in. In the small area to the left of the lab door is a group of barrels and a gas tank. Shoot them to blow a hole in the wall and head through.



ICE STATION NORWAY



Watch out for snipers above.



Enter this room from upstairs so you're not seen.



It's either you or him so get blasting.

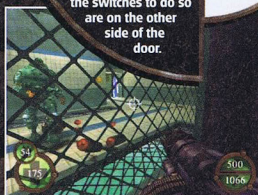
X-LABS



■ The Lopers have escaped!



■ Flip the switch - you know you want to.



The electric beams over some of the doors are lethal but they can be turned off. However, the switches to do so are on the other side of the door.

■ He doesn't look friendly so use a big gun.

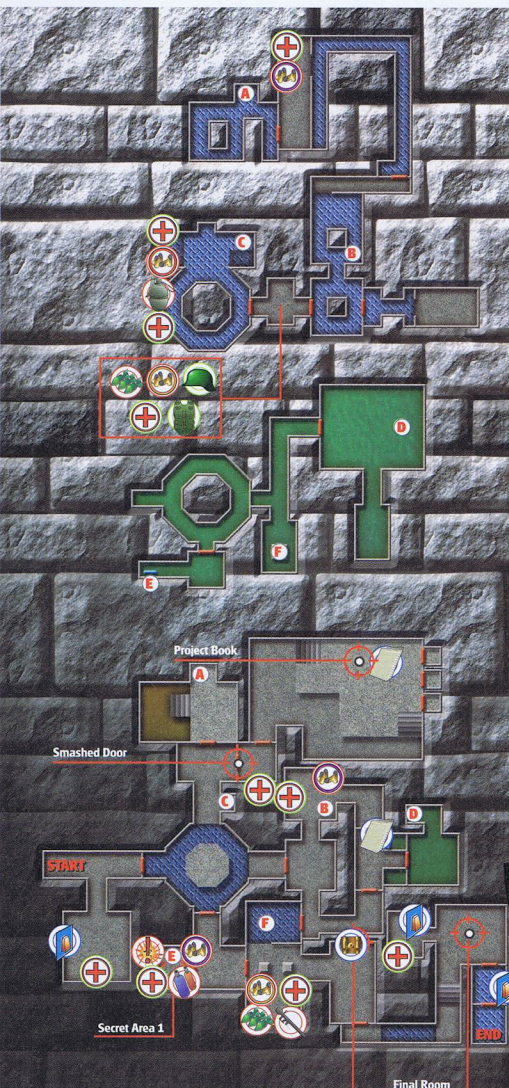


OBJECTIVES

- Locate and procure any documents related to Operation Resurrection
- Locate entrance to main Uber Soldat gestation area

MISSION OVERVIEW

You've found your way to the X-Labs, so prepare yourself for what lies inside and the Nazis who will fight to protect it.



PROTO-SOLDIER

Your first sighting of these heavily armoured creations takes place on this level. They carry heavy weapons such as Venoms and Panzerfausts and take quite a few hits to kill. Make sure you have plenty of cover and keep firing.

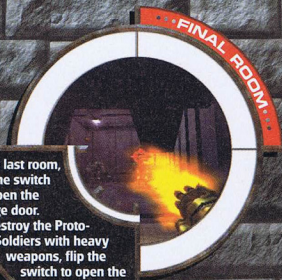


SMASHED DOOR

Once you've been to the upper floor and come back down, you'll find that the door to the right of the one that led to the first Loper has been smashed. Go through then through the door on the left to find the lab that contains the Project Book.



In the last room, flip the switch to open the large door. Destroy the Proto-Soldiers with heavy weapons, flip the switch to open the door and go through.



SECRET AREAS



1/2 At the bottom of the ladder to the area behind door 2 drop into the water and swim through the left passage. Swim to the room below then through the door opposite. Swim down the passage then through the door on the right. Go left in this large room and through the door. Go right and climb the ladder out of the water. You're in a storeroom near the start. Grab the items then look through the window to see a Proto-Soldier blast open the door, which is still locked from the inside.



2/2 Once you've swam through the water to the area behind the electrified door 3, head back through this door to the room on the right just after the start. Flip the switch on the right then head back to area 3 to find that the big shiny door with the Deathhead logo has opened, revealing lots of Treasure Items inside.



OBJECTIVES

- Pursue Deathhead to the Uber Soldat test lab
- Eliminate Deathhead's Uber Soldat
- Locate exit and proceed to the surface

MISSION OVERVIEW

If you think the X-creatures you've encountered so far are tough, just wait until you meet the Super Soldier. Make sure you stock up on ammo and health for this fight.

•••SUPER SOLDIER•••

The Super Soldier carries a Tesla, which will kill you very quickly wherever you are in the room. However, if he can't see you he can't hit you, so make sure the pillars are between you. Run down the stairs on the left and use the pillars for cover while you use your heavy weapons (preferably the Panzerfaust) to take him down. Scientists will also appear on the walkway and take pot shots at you, so either avoid them or shoot them quickly. There are some gas tanks around the room so if the Super Soldier gets close to any shoot them to cause him some damage. There's some **Health** and **Armor** in the corners of the room so grab it if you need to (you will). As the Super Soldier becomes more injured he moves slower making it easier to hit him. Once he's down don't forget to grab his **Tesla** and take out any remaining scientists.



SUPER SOLDIER



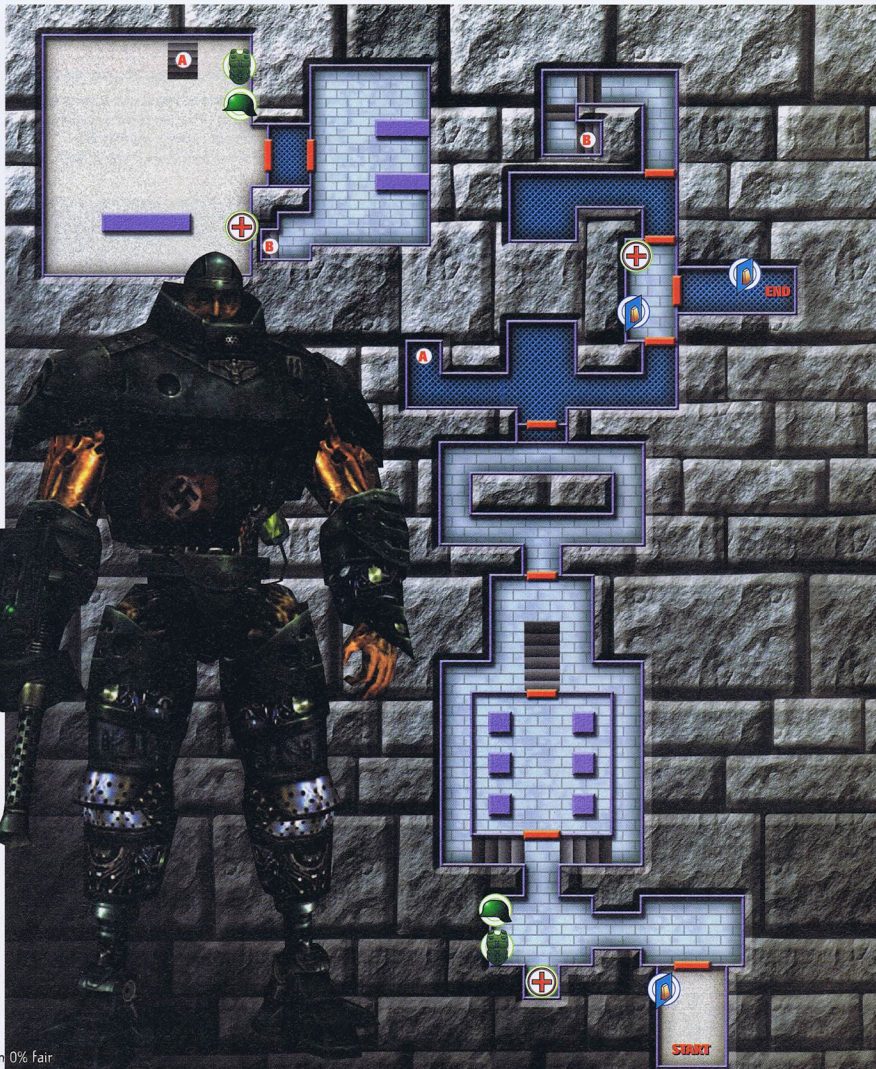
■ Once you enter this room there's no going back.



■ Watch out for this flamethrower guard.



■ Good shot soldier!



EPISODE 7

In order to open the gate that leads to Paderborn use the switch inside the guard station.

GATE SWITCH

END

Gate Switch



Secret Area 1

Gas Tanks

Walkway

Secret Area 2

START

GAS TANKS

Shoot the gas tanks in the corridor under the dam in order to blow a hole in the wall opposite.

WALKWAY

Head over to the right and climb down to the ladder to the walkway below. Now creep round the corner and shoot the soldier below before he destroys the walkway with a rocket. If it is destroyed and you survive you can still get down but you'll be more likely to fall.



BRAMBURG DAM



Always be ready to shoot when entering a new room, as enemies may be lurking there!



It may be a nice view but you don't have time to admire it.



Smash the vent and shoot the guard.

SECRET AREAS



2/2 In the room where you blew a hole in the wall press the switch on the wall to send the lift up. Look at the floor where it was and smash the grate, then climb down. Crawl through the tunnel and climb the ladder to find a room containing some useful items.



2/2 When you make it onto the dam head back towards the start and go into the room on the right. Smash the notice board above the table to reveal some **Treasure Items**.

OBJECTIVES

- Get across the Bramburg Dam
- Locate the road to the village of Paderborn

MISSION OVERVIEW

The dam is heavily guarded and you won't be able to just walk straight across. Use your sniper rifle to take out as many of the guards as you can before they see you.



SECRET AREAS



1/3 Once you've killed the first SS Paranormal Operative head to the room at the end of the corridor. Smash the chest at the bottom of the bed to reveal some **Treasure Items**.



2/3 Once you leave the first house and head down the passage on the right you'll pass a small, padlocked door. Break the lock and crawl inside then climb down the ladder. Head to the other side of the room, climb the ladder and open the hatch to find a room containing some **Treasure Items**.



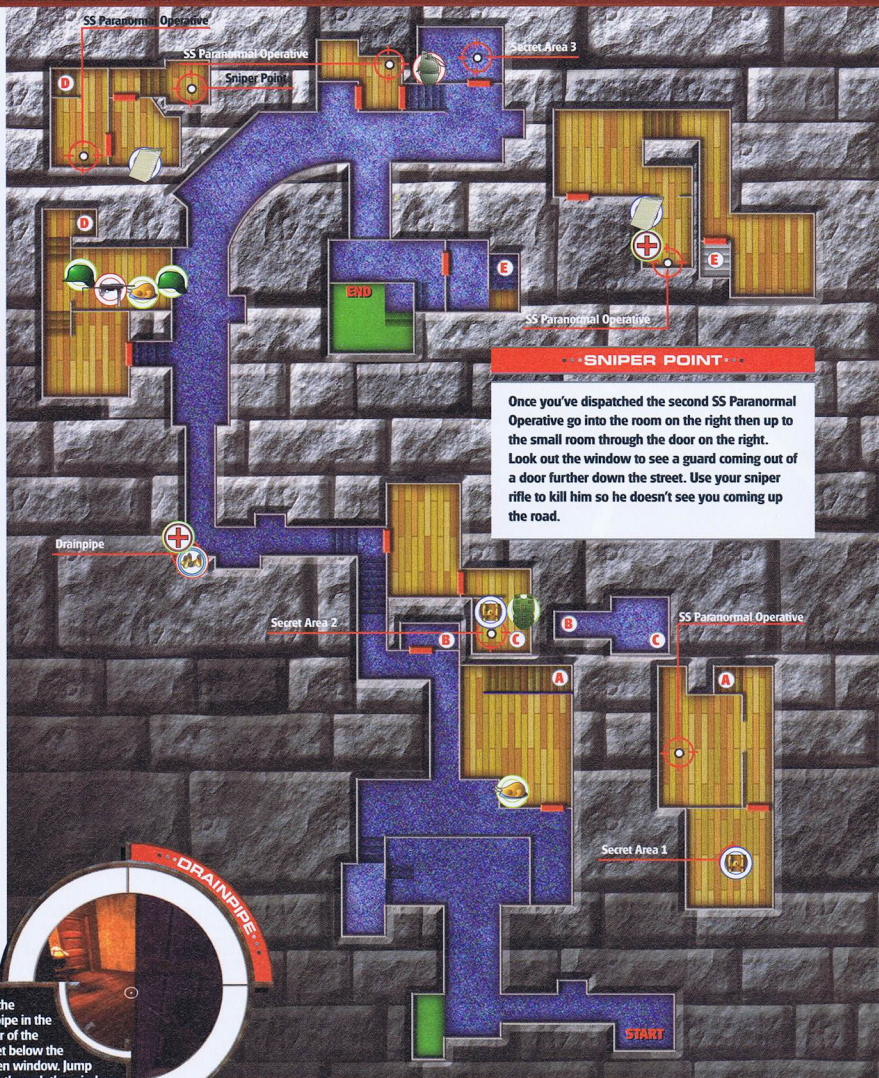
3/3 At the end of the street open the small door on the left and crawl inside. Look through the bars at the other end of the room to see the third SS Paranormal Operative. Kill him quietly with the sniper rifle.

OBJECTIVES

- Eliminate four key SS Paranormal operatives
- Ensure alarm is not raised

MISSION OVERVIEW

Many of the top Nazi Paranormal experts are staying in Paderborn, making them easy pickings for you. However, the village is heavily guarded and you must not be seen.



Climb the drainpipe in the corner of the street below the open window. Jump in through the window at the top to find a **Medium Health** and some **30 cal Ammo**.

PADERBORN VILLAGE



■ Where is the fallen Madonna with the big boobies?



■ Take a long range shot at the guard.



■ You've got the last SS Paranormal Operative.

PADERBORN VILLAGE PART 2



■ You can't hide in the cellar all day so get moving.



■ It may look like a nice but it's full of Nazis.



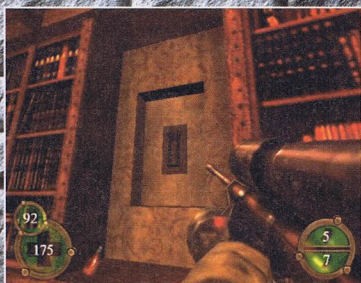
■ Use the wall for cover as you enter this area.

OBJECTIVES

- Eliminate one key SS Paranormal operative
- Ensure alarm is not sounded
- Gain access to Chateau Schufstaffel

MISSION OVERVIEW

As you proceed further into the village you must continue to remain quiet so you don't attract any unwanted attention.



■ Does this switch hide a secret? Only one way to find out!



SECRET AREAS x2



1/2 In the cellar that you start in, head round to the right and push in the spigot of the cask on the left. A secret door on the left will then open, revealing a room containing **Treasure Items**.



2/2 Smash the picture behind the desk where the SS Paranormal operative was to reveal a switch. Flip it to open a secret area on the other side of the room.

OBJECTIVES

- Find the entrance to the chateau proper
- Locate the entrance to the back wing of the chateau

MISSION OVERVIEW

You don't need to keep yourself hidden anymore, but it's still not wise to go running in with guns blazing as there are lots of guards patrolling.

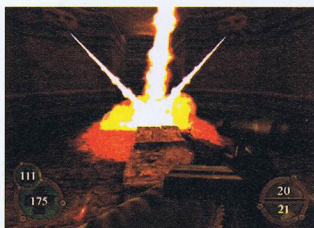
SECRET AREAS x2



1/2 In the room where you kill the two officers in front of the fireplace you'll see a large portrait of Hitler. Shoot it to reveal a switch then shoot that to open a hidden door under the staircase in the hall. Run to it before it closes and head down the stairs to a room containing a **Treasure Item, Armoured Helmet** and a **Large Health**.



2/2 At the base of the pillars to the right of the altar there is a protruding brick (look carefully, as it's hard to see). Push it to open a hatch behind the altar. Head down the stairs to a small room containing a sword. Stand behind the sword and grab it; fire will shoot from the faces on the wall so wait for it to stop briefly and run up the stairs.

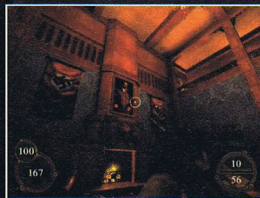


Wait for a break before you run through.

CHATEAU SCHUFSTAFFEL



This door doesn't stay open for long.

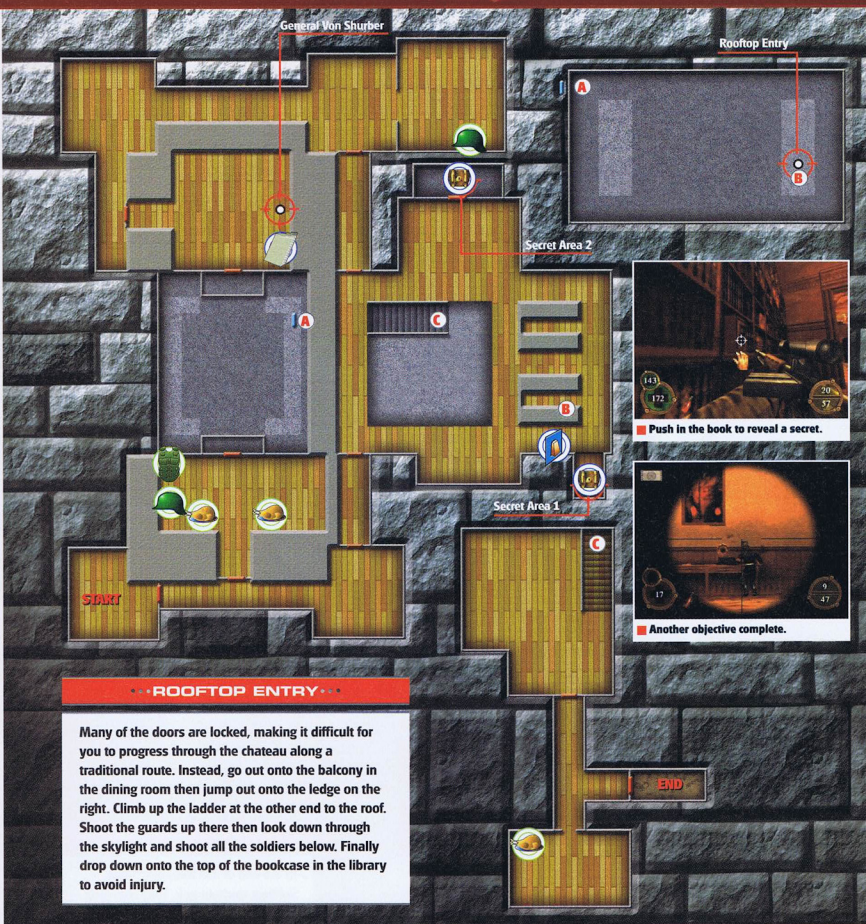


Shoot the portrait of the evil Hitler.



Reload whenever you get the chance.





ROOFTOP ENTRY

Many of the doors are locked, making it difficult for you to progress through the chateau along a traditional route. Instead, go out onto the balcony in the dining room then jump out onto the ledge on the right. Climb up the ladder at the other end to the roof. Shoot the guards up there then look down through the skylight and shoot all the soldiers below. Finally drop down onto the top of the bookcase in the library to avoid injury.

SECRET AREAS x2



1/2 Once you've dropped down into the library go to the bookcase at the end and push in the protruding book. A section of the bookcase will start to rotate, revealing a room behind it. Head in and grab the **Treasure Items** then press the switch on the desk to get out again.



2/2 Once you exit the library, go over to the fireplace on the right and move the tools to make it slide to the left, revealing a hidden room containing **Treasure Items**.

Push in the book to reveal a secret.

Another objective complete.

OBJECTIVES

- Eliminate General von Shurber
- Locate rear exit of the chateau

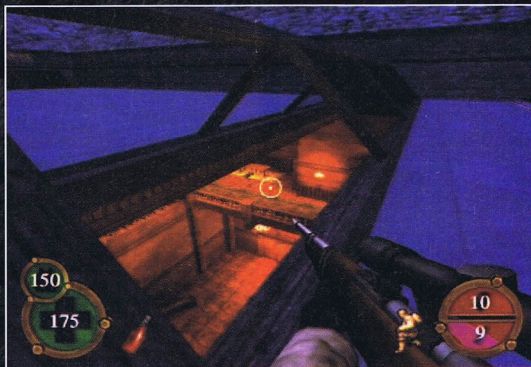
MISSION OVERVIEW

Before you can leave this lovely chateau you must kill the high-ranking General. However, the Nazi horde isn't going to make it easy for you so expect some resistance.

CHATEAU SCHUFSTAFFEL PART 2



Head along the ledge then climb up to the roof.



Shoot the enemies below through the skylight.

TREE SNIPER

Just round the corner from the building containing the first secret is a sniper hiding in a tree. Use nearby trees for cover and take her out before she causes you a serious injury. There's also a mounted machine gun a little further on, so use the wall for cover.



SECRET AREAS



1/2 Once you've gone round the second bend you'll see the remains of a building on the left. Dispatch the nearby Elite Guards then smash the floor where you can see some holes and drop down to find some items. To get out of here you need to go down the stairs and through the door, then retrace your steps round the corner, looking out for some more Elite Guards.



2/2 Go to the broken bridge behind the mounted machine gun and climb down the ladder on the left side to find some useful items underneath.

OBJECTIVES

- Locate Site of anointing ceremony
- Destroy all Super Soldiers

MISSION OVERVIEW

After getting a bit of a break from those pesky Super Soldiers they reappear in this level to cause you problems. Make sure you keep lots of ammo in your heavy weapons to deal with them.



SUPER SOLDIERS

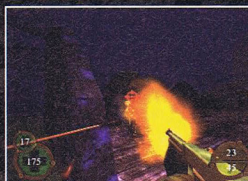
At the end of this level two Super Soldiers confront you. They shouldn't cause you too many problems as there's plenty of cover, they don't use their Teslas much and there's loads of Health and Ammo around the area.



UNHALLOWED GROUND



■ It all looks quiet at the moment.



■ Pop out from behind the wall and blast them.



■ Watch out for the falling debris.

EPISODE 8

THE DIG



■ Blast the barrel to destroy the wall.



■ There's a secret above this bridge.



■ Head through here and you're nearly at the end.



■ Destroy him before he gets any closer.

OBJECTIVES

- Get across the Bramburg Dam
- Locate the road to the village of Paderborn

MISSION OVERVIEW

You are nearing Castle Wolfenstein again, but to get there you must make your way through the caves excavated by the Nazis in their search for the Dark Knights.

SECRET AREAS



1/2 When you reach the metal bridge go up the arch on its right side. At the top, turn to the right and jump to the small ledge, crawl inside to find some **Treasure Items**.



2/2 Leave the cave and enter the castle, look to the right to see a barrel. Shoot it to blow a hole in the wall. Go through the hole to find a **Treasure Item** and a **Large Health**.



OBJECTIVES

- Unlock the gate leading to the Upper Castle

MISSION OVERVIEW

You've made it back to Castle Wolfenstein and you need to get to its upper area. However, its walls are filled with zombies which are intent on your demise.

SECRET AREAS



1/2 Once you've opened the gate to the upper castle, head into the next room and smash open the second tomb from the bottom on the left to find a **Treasure Item** inside.



2/2 Once you exit the room containing the first secret, smash the bars under the stairs and crawl inside to a room containing a **Treasure Item**.



■ His leg bone's connected to his... or nothing.

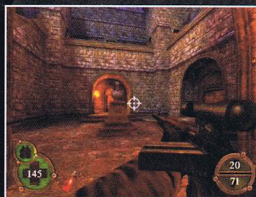


■ Use big weapons to take out the zombies quickly.

RETURN TO CASTLE WOLFENSTEIN



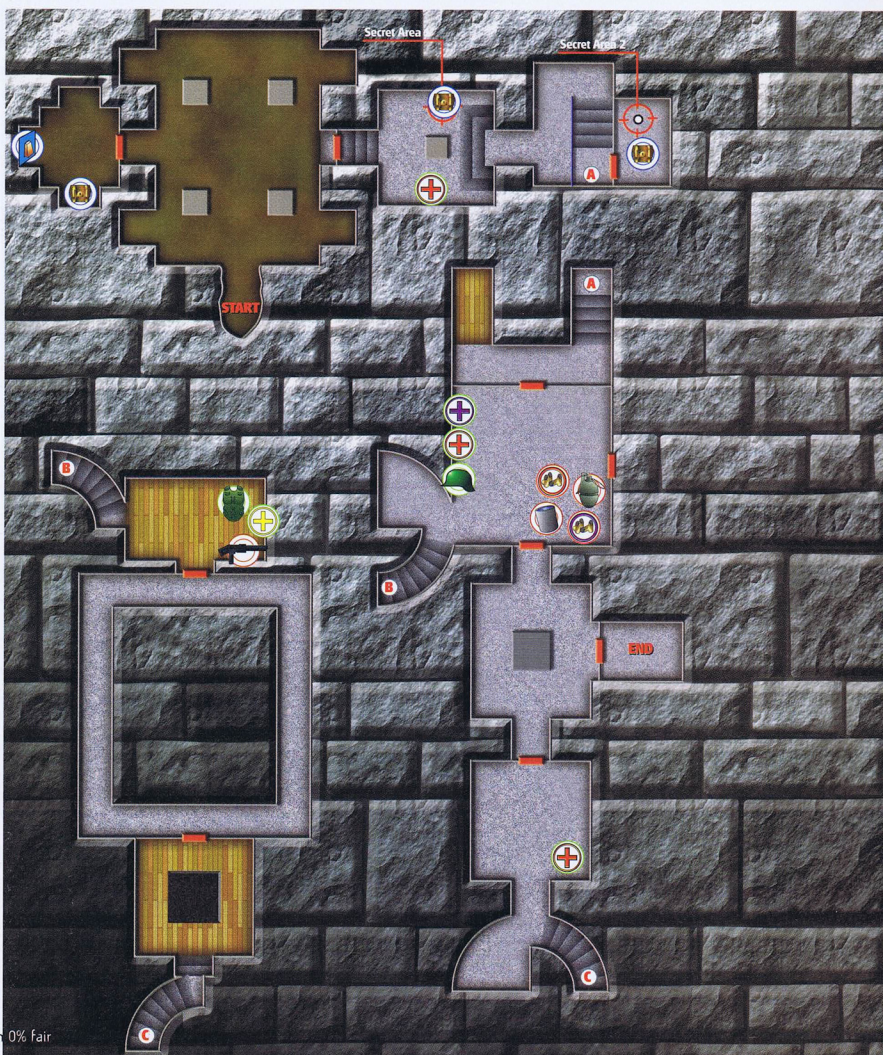
■ Look below before you head down there.

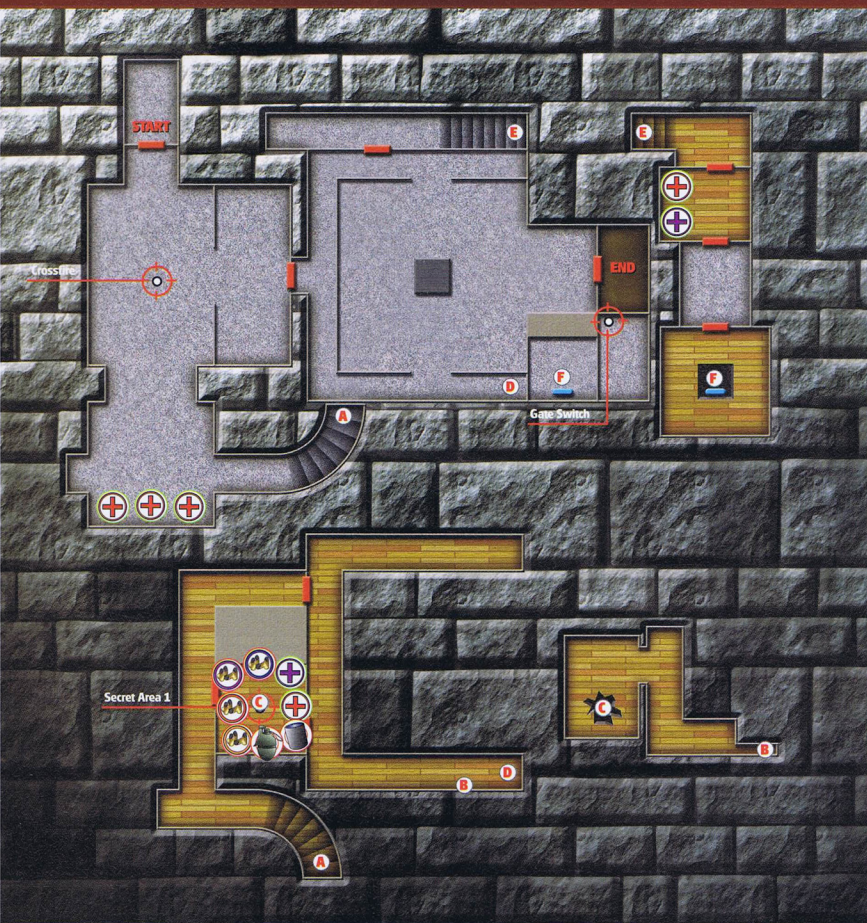


■ Keep your eyes open for guards.



■ Snipe all the enemies you can see.





SECRET AREAS



1/1 Once you're out on the balcony, head round to the right and jump over the hole. Walk up the fallen beam into the loft area and head to the hole in the wall. Drop down into the room below to find lots of handy items.

GATE SWITCH

The gate which leads to the exit is locked, so go up the stairs at the side of the courtyard instead. Head through the small rooms and then climb down the ladder and go into the next room, where you will find a switch to open the gate. Now you need to retrace your steps back to the gate and then head through it.

OBJECTIVES

- Locate the entrance to the main dig site

MISSION OVERVIEW

You are now nearing the end of your mission and the fate of the world rests on your shoulders. Hurry up and get yourself to that dig site in order to put a stop to whatever is going on there.

CROSSFIRE

Take cover as soon as you enter the first room as there are three soldiers firing at a zombie, and if you don't get out of the way stray bullets will hit you. Once the zombie is dead they'll turn their attention to you. They won't stay behind the cover but will come and seek you out, so kill them quickly. Don't worry if you take some damage, as there's some **Health** at the back of the room.



- Shoot the guards while they fire at the zombie.

RETURN TO CASTLE WOLFENSTEIN PART 2



- The guards won't show their faces until you get down there.



- Shoot him before he sees you.

HEINRICH

Heinrich has a range of attacks, all of which will cause you some serious damage. If you see him swing his sword then you're about to be pulled through the air towards him. He will then either swipe at you with his sword or make rocks fall down on you.

It's relatively easy to avoid this attack: simply pull in the opposite direction when you are pulled into the air, then when you land run away from him. Heinrich can also raise zombies from the ground but it's best to simply ignore them as you'll just waste ammo and leave yourself open to attack.

Joining Heinrich are three Dark Knights and the recently zombified Marianna Blavatsky. They all have spirit attacks, which you'll have to run from. The Dark Knights are easier to destroy than Heinrich but are destroyed anyway when Heinrich is defeated, so you'll need to decide whether to take them out individually or just avoid them and concentrate on Heinrich.

For Heinrich himself your best weapons are the Venom and the Tesla, with a few Panzerfaust rockets thrown in. Strafe around him keeping a reasonable distance away (otherwise he'll clout you with his sword) and fire continuously. If you get low on health there are a few items to the left and you can also use the crates there for cover if you need a breather. Now get to it, soldier, and good luck!



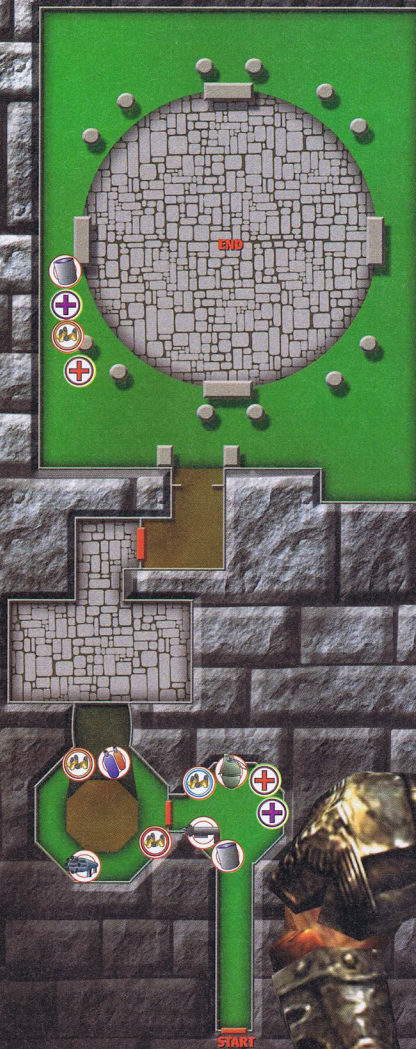
Heinrich is defeated!

OBJECTIVES

Destroy Heinrich I

MISSION OVERVIEW

This is it – the final showdown with the resurrected Heinrich. He's tough enough when he's on his own, but now he's joined by his Dark Knights. You'd better have plenty of health and ammo if you want to defeat them all!



Stock up on ammo before you take on Heinrich.



The Tesla can hit multiple targets.



HEINRICH



He's a big man but you can beat him.



Strafe round as you fire at him.



Himmler's not a happy bunny - tough!

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Top 10

- | | | | |
|------------------------------------|--------------------|---|------------------|
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| 2. The Simpsons (V Theme) | Pwtone Simpsons | 7. Christina Aguilera Dirty | Pwtone Dirty |
| 3. Milk Inc. (Walk On Water) | Pwtone Walkonwater | 8. Beverly Hills Cop Axel F | Pwtone Axel |
| 4. Eminem Lose Yourself | Pwtone Losey | 9. Red Hot Chili Peppers By The Way | Pwtone bytheway |
| 5. Scooter Ramp (The Logical Song) | Pwtone Ramp | 10. Avril Lavigne Skater Boy (Skater Boy) | Pwtone Skaterboy |

- The Simpsons Izzy And Scratchy... Pwtone izzy
 Benny Hill Show... Yekety See... Pwtone Benny
 Mission Impossible (Movie Theme)... Pwtone Missionim
 Paul Sean Get Busy... Pwtone Getbusy
 Les Ketchup The Ketchup Song... Pwtone Ketchup
 Busta Rhymes Feat... I Know What... Pwtone knowwhat
 Radiohead... Pwtone knowwhat
 Jay-Z Feat Beyoncé... BonniesCodye... Pwtone BonniesCodye
 Final Fantasy 10 Suzaki Da Ne... Pwtone Suzaki
 Alien Ant Farm Smooth Criminal... Pwtone Smoothcriminal
 Robbie Williams Feel... Pwtone Feel

- P.Diddy And The... Bad Boy For Life... Pwtone badboyfor
 Mortal Kombat (T... Time To Fight... Pwtone Timetofight
 Kelly Osbourne Papa Don't Preach... Pwtone Papadon
 Mickey Mouse March... Pwtone Mickeym
 Big Brozav No Flow... Pwtone Nulflow
 The Roots The Seed... Pwtone Theesed
 Garbage I Think Im Paranoid... Pwtone ithink
 Christina Aguilera Fighter... Pwtone Fighter
 Metallica St. Anger... Pwtone Stanger

- Deftones Minerva... Pwtone Minerva
 Eminem Ruckus Run... Pwtone Ruckibrun
 Austin Powers (Movie Theme)... Pwtone Austinpow
 Jennifer Lopez All I Have... Pwtone Allihave
 P.O.D. Sleeping Awake... Pwtone Matripod
 Scooter Nessaja... Pwtone Nessaja
 Coldplay Clocks... Pwtone Clocks
 Linkin Park Faint... Pwtone Faint
 Lord Of The Rings Two Towers... Pwtone Twotowers

- Parajit Me Munden To Bach Ke... Pwtone Munden
 Godfather (Movie Theme)... Pwtone Godfather
 Westlife Written In The Stars... Pwtone Writtenstar
 Coolio Gangstas Paradise... Pwtone Gangstasparadise
 Sade Beautiful Ones... Pwtone Beautifulones
 Ian Van Dahl Castles In The Sky... Pwtone Castlesin
 Guns N' Roses November Rain... Pwtone Novemberrain
 Busta Rhymes You Said No... Pwtone Yousaidno
 Nickelback How You Remind Me... Pwtone Howyouremind

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Censored!

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| Robbie Williams Feel | Pwppoly Feelrob | Austin Powers (Movie Theme) | Pwppoly Austinp | Coldplay Clocks | Pwppoly Clocks |
| Theme The Simpsons | Pwppoly Simpsons | Eminem Without Me | Pwppoly Whithem | Black Sabbath Paranoid | Pwppoly Paranoid |
| Darude Sandstorm | Pwppoly Sandstorm | Scooter Ramp | Pwppoly Ramp | Sean Paul Get Busy | Pwppoly Getbusy |
| Nirvana Smells Like Teen | Pwppoly Smellies | Boonker The Wreckoning | Pwppoly Thewreckoning | Audiuslave Cocchie | Pwppoly Cocchie |
| Theme B Mile | Pwppoly BMile | Justin Timberlake Rock Your Body | Pwppoly Yourbody | Las Ketchup The Ketchup Song | Pwppoly Ketchup1 |

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PLANET EXPRESS

LEVEL 1

HEY

TOOL

NIBBLER



FRY

HAMMER TIME

Your very first task in the game is to find the hammer for the professor. If you wander over to the far right corner of the room, you'll see it sitting at the bottom of a huge pile of junk which looks very close to toppling over. Ignore this and grab it anyway.



- The hammer is found in the corner of the room.



- When you pick up the hammer, you'll die. It's unavoidable though.



- The hammer will help you find the hidden cash and health.

1

GETTING STEAMED

In order to get three of the Tool Rack items you'll have to make you way across the vents that run around the sides of the main room. Turn off the fan at the end using the switch, then make you way over to it, timing your runs between the jets of steam that spray from the pipes.



- Make a dash for it as soon as the steam jet stops.

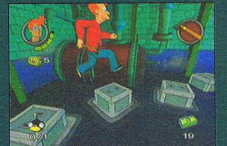
3

OIL DRINK TO THAT

The Boiler Room is flooded with oil and you'll have to be pretty careful to avoid falling in. This is the first of many tricky jumping sections in the game but, unlike most of the others, it won't result in instant death if you fall in. Make your way over the floating crates and collect the Tool Rack item in the corner of the room.



- This is the first jumping challenge you'll face.



- If you fall in the oil, get yourself out as quickly as possible!

2

WHAT A NICE RACK

Once you have collected all 12 of the Tool Rack items, you have to return to the Tool Rack that you started at. When you've replaced all of the tools, the level will be completed and you'll receive your Blaster.



- Return to where you started when all the items have been collected.



- Fill up the Tool Rack with the tools you have found.

4

GOOD NEWS EVERYONE



IF I HAD A HAMMER

The hammer is pretty useless as a weapon and will more often than not get you killed. If you run out of ammo mid battle, you're better off running away to find more than standing your ground.



THE SEWERS

LEVEL 2



FRY

PULL THE PLUG

This room is filled with slime and the only way to get to the bottom is to pull the plug and drain it all away. Work your way upward and hit the switch at the top, then climb all the way down to the bottom. There are another two switches down there and you'll need to jump on the slime-free patches of ground to get to them. Once they are pulled, two doors will open – one will be at the top of the first ladder and leads to a Nibbler and the other is on the bottom floor and will take you out of the room.



• Drain the slime away and head downward.



• Try to keep to the dry patches to preserve your health.

7

CROC AND ROLL

Again you'll have to use the crocs to get to the other side of the slime. The ledges that you have to jump on are even smaller this time and the crocs are a little faster. Use the same means to get over as last time and exit the room.



• The pipes you have to balance on are very small. Be careful!



• Slowly and carefully make your way across the room.

5

HEY

TOOL

NIBBLER

TARGET PRACTICE

In order to progress any further you'll have to drop the bridge so you can get into the large cylinder ahead. Go into first-person mode and shoot the red light in the centre. This will turn them all green and make the bridge fall.



• Shoot the centre light whilst in first-person mode.

6

GOOD NEWS EVERYONE

MMMM, SLURMY

The Slurm machines that you can find dotted around are packed with a limitless supply of tasty Slurm. Make sure you fill your energy when you find one and make a note of its location in case you need to return in a hurry.



TO PAGE 83

DISEASES OF THE CLAW AND EGG SAC

SLIME TIME

If at any point in the level you fall into the slime you'll be killed instantly, and with some of the challenges that lay ahead this is pretty harsh. This is the first of the many slime-jumping sections in the level and shouldn't cause too much grief. Just use the coffins and bits of junk to get across the slime and use the switch to open the door. Monsters in the slime are throwing sludge at you, so kill all these off before you make your way over, or they'll just add to your troubles.



• Be sure to blast the wall monsters before passing, or it'll be instant death.

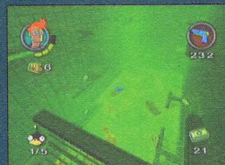


• Use the floating junk to keep yourself out of the slime.

1

ISING SLIME

You'll need to raise the slime level in this room to gain access to the ladder and door on the far side. To do this you'll have to reach the switches that are dotted around the room. The only problem is the slime-covered floor won't make it very easy. Use the floating junk to get over to the first switch, then jump back on after hitting it - if you don't, the slime will rise over the platform you're standing on and you'll die. Continue this routine until you can reach the ladder and climb out.



• Getting across won't be easy.



• Use the floating coffins to get over to the switch.



• Don't hang around or the slime will engulf the platform.

2

CROCODILE ROCK

The only way to get across this room is to use the swimming crocodiles as platforms. Although they won't attack you, they will move continuously and are very difficult to land on. Get your timing just right and leap from croc to croc until you reach the other side.



• Wait for the crocs to get in range... then jump.



• Once on a croc's back, keep an eye out for your next jump point.

3

FAN-GY JUMPING

Who knows what possible purpose a set of huge fans would have in the middle of an old sewer system, but they're here anyway to make your life difficult. It is impossible to get past them without slowing them down first, so hit the switch near each fan before attempting to get by. Once they are slowed, you should be able to get past by jumping over the blades or walking slowly between them. Just make sure your jumps are spot on or you'll end up falling off the edge.



• Slow the fans by hitting the switches.



• Walk between the fan blades, but be careful.

4



THE SUBWAY

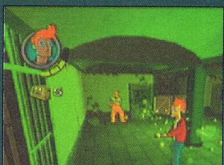
LEVEL 3



FRY

WRONG SIDE OF THE TRACKS

When you enter this room you'll be fired upon from both sides by a couple of thugs. Keep moving to make yourself harder to hit and take them out as quickly as possible. When the room is clear, enter the control room on the right side of the room and hit the switch. If you haven't already got it, pick up the Shotgun from the corner of the room and leave through the door that has now opened. There is also a full crate of Slurm in the cupboard near the control desk but you'll need to destroy the padlock before you can get to it.



- Be ready to fight as soon as you enter the room.



- Hit the button to open the door.

3

HEY

NIBBLER

TOOL

GOING UNDERGROUND

There will be plenty of enemies running around this area. The shotgun-toting thugs pack quite a punch if they shoot you and will try for one final hit when you defeat them, so watch out for it. The club-swinging thugs are much more heavily armoured but won't be able to hit you until they get in close, so keep your distance and blast away at them.



- The enemies will start to get tougher.



- Watch out for the thug's dying shot.



- Make your way through the derailed carriages

1

GOOD NEWS EVERYONE

JUMPERS FOR GOALPOSTS

You'll soon discover that jumping is a vital part of the game. Practise your jumps in non-dangerous areas and get your distance and timing spot on. As you progress, the jumps get very unforgiving and will often result in instant death if you're not deadly accurate.

ONE GIANT LEAP FOR FRY

This hole in the ground is huge and it looks doubtful that you could make the jump. Have a bit of faith and go for it anyway – if you jump right at the edge, you should grab hold of the small piece of track that is sticking out and you can pull yourself up. Make sure you take care of the thug and the mines that are on the other side before making the jump though, otherwise you'll probably end up falling in.



- Shoot down the mine before making the leap.



- Grab the track and pull yourself to safety.

2



OLD NEW YORK

LEVEL 4



FEELING GASSY?

Again you'll be faced with a room with no obvious way out. Climb up onto one of the ledges that run around the edge of the room and walk round to the back where you'll find a switch. When pulled, it will release gas into the oven near where you entered the room. Go back to the oven and take a shot at it – it'll explode, leaving a hole in the wall that leads back to the street.



Find the switch and release the gas.



The oven will explode when shot.

2

MINE'S A PINT

When you reach the bar area you'll be faced with a dead end and the only way out is to shoot at the wooden prop that's holding up the ceiling. Once hit, the ceiling will collapse, giving you a route out of the room. There is also a Nibbler hidden away behind the large poster. To move the poster you'll have to pull the beer taps so they play the same tune as the jukebox in the corner. Assuming the taps are numbered left to right, the sequence will be 1, 5, 4, 2, 3.



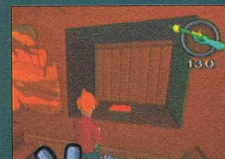
Shoot out the pole to create a way out.



Climb the fallen ceiling to the upstairs room.

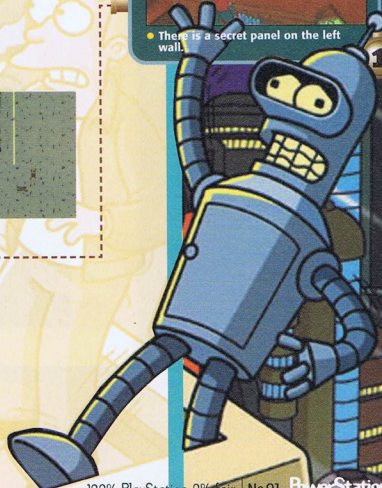


Pull the taps in order to reveal a Nibbler



There is a secret panel on the left wall.

1





OLD NEW YORK

LEVEL 4



FRY



FIGHTING SPIRIT

You'll need to fight your way through the long corridors to the end of the level and this is no easy task. There are loads of enemies scattered about and not much Slurm, so you'll have to be careful not to lose too much life or you'll never make it to the end. Try keeping back and taking out enemies from a distance – and keep an eye out for exploding pigs... they're lethal.



• Watch out for exploding pigs!

• At last, the end is in sight.

GOOD NEWS EVERYONE



NIBBLER ALERT

There are several Nibblers hidden throughout each level. The number you have to find is displayed in the bottom left of the screen. If you manage to track them all down you'll be given access to FMVs and the level intro screens in the Extras area

BLADE RUNNER

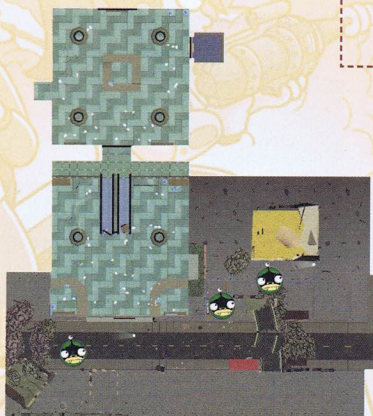
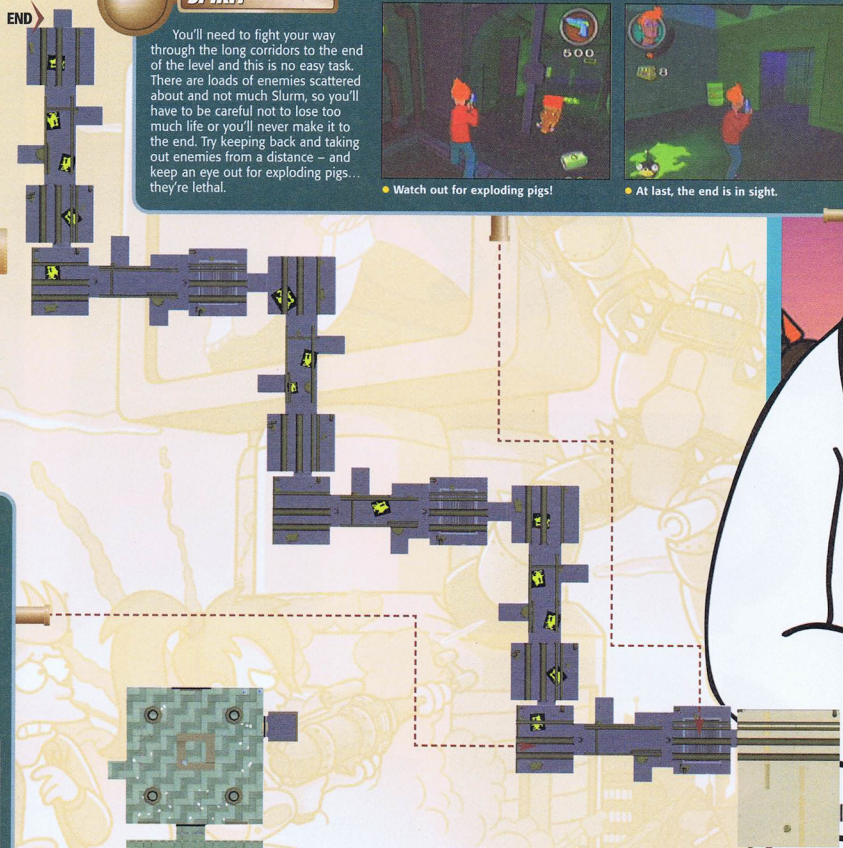
Two large fans are blocking your way forward. It is impossible to avoid the fan blades, so you'll need to find a way to turn them off. The switch on the wall stops both the fans, but only long enough for you to get by the first one, and this will leave you trapped between the fans with no easy way out. The only thing you can do is fire whatever weapon you have at the control box that you just pressed before. This will destroy it and stop both the fans from moving for good.



• There is no way of getting through while the fans are moving.



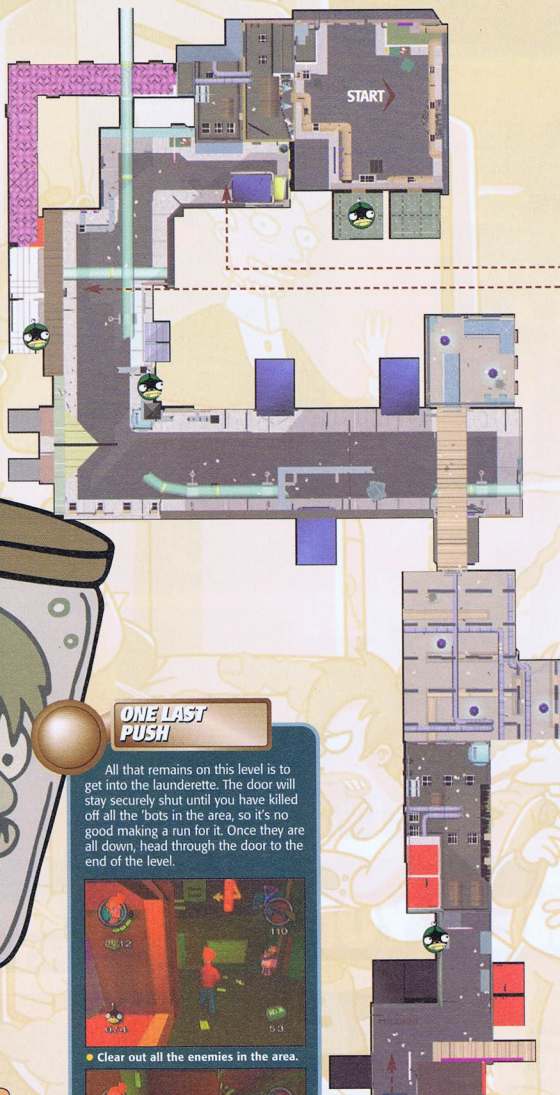
• Blast the controls to stop both the fans





RED LIGHT DISTRICT

LEVEL 5



ONE LAST PUSH

All that remains on this level is to get into the launderette. The door will stay securely shut until you have killed off all the 'bots in the area, so it's no good making a run for it. Once they are all down, head through the door to the end of the level.



Clear out all the enemies in the area.



Once the door is open, make a run for it.

When you reach the Slurm parked in the street, bust open the lock on the back door and head inside to pick up the Tommy Gun. This is one of the best weapons in the game and loads of fun. You'll have to come back here later when the robot hooker opens the door on the rooftop, but this won't happen until the street is clear of robots. So go put that new gun to use.



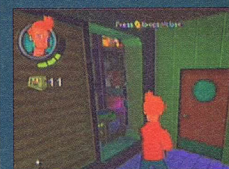
Open the lorry and grab the Tommy Gun out of it.



You won't be able to continue until all the 'bots are dead, so get shooting.

KEEPING ON THE STRAIGHT AND NARROW

In order to get past the fence that's blocking the street, you'll have to walk along the transport pipes and air vents that line the walls. Just keep following the pipes along until they end, then drop down on the other side of the fence. There is plenty of cash and a Nibbler to be found if you do a bit of exploring but if you want to keep things easy, just head straight for the fence.



Move through the robot brothel to get to the high ledge.



Carefully work your way across the steam-spitting vents.



Don't drop down until you're on the other side of the locked fence.

GOOD NEWS EVERYONE

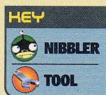
FINDERS KEEPERS

Any cupboards or filing cabinets can be opened up. Usually there is money or health hiding inside, so make sure you search them all.



UPTOWN

LEVEL 6



START



ALL ABOARD THE CHICKEN WALKER

The last part off this level is very tricky. You need to clear all the Death Bots again, but this time they'll sit back and wait for you to come to them. There are loads of them, so try and keep your distance and hide where only a few of the Bots can see you. Again, make use of the Slurm machine at the side of the area when you run low on health. When you have cleared the area of bots, the Chicken Walker will lower its ladder and you can climb on in.



• Visit the Slurm machine when you run low on health.



• Climb the ladder when all the robots are cleared.

1

DEATH TO ALL DEATH BOTS

Once you're out of the launderette, you'll be back in the streets, only this time they'll be swarming with Death Bots. You'll need to destroy every single one of them before a van will reverse out and provide you with a platform with which you can reach the rooftops. Try to take out each Death Bot individually and avoid fighting big groups; otherwise you're sure to get killed. There is a Slurm machine at the far end of the street – so if you start to run low on health, get yourself over to it to fill up again.



• Blast all the Death Bots in the area.



• Try to resist the tempting Suicide Booths – surprisingly, they kill you.

2



NEW NEW YORK

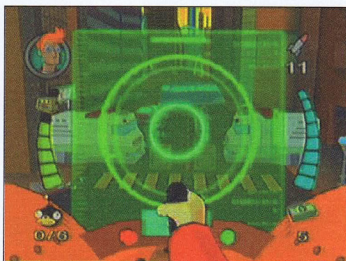
LEVEL 7



FRY

WHAT'S WRONG? CHICKEN?

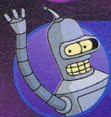
In this level you'll take control of a Chicken Walker, which means you have some severe firepower at your disposal. Although you have rockets as well as your regular laser, you'll very rarely need them, so save them for whenever a large group of Death Bots are near each other and take them all out with one shot. You don't have to control the direction of the Walker, so just sit back and keep blasting. There are six Nibblers to find and they'll be scattered around the floor throughout the level. They aren't hard to spot so just keep your eyes open and you'll have no problems collecting them all.



• Blast every robot in sight.



• Keep your eyes peeled for Nibblers.



WEASEL CANYON

LEVEL 8

SHIFTING SANDS

At certain points in the level you'll come across patches of quicksand. The only way over them is to use the various objects that are floating in the sand as stepping-stones to the other side. Most items will just float when you land on them, but some will sink and the plants will try to swallow you if you hang around on top of them. Occasionally there will be gaps that are too big to jump – when this is the case, there is usually a boulder above the quicksand that you can push down and use as an extra platform.



● Watch out for those hungry plants.



● Push down the boulder to make a new platform.

MOVING ON UP

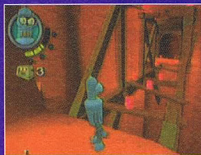
In order to get anywhere in this level you're going to have to get out of the pit you start in. Climb up on top of the crashed ship in the centre of the area and use it to jump over onto one of the stone pillars. Now just jump from pillar to pillar and work your way round the outside of the area until you reach the path that leads away from the pit.



● Use the spaceship to get to the stone pillars.

TAKE THE HIGH ROAD

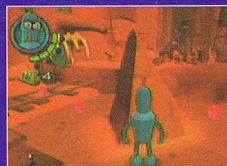
This bridge is looking a bit worse for wear, but you still have to get across it. Just take things really slowly and jump really carefully until you reach the other side. You'll be attacked by a Rock Monster the second you're back on solid ground, so get a super move ready and try not to get pushed off the edge.



● The bridge doesn't look too safe.

TAKE COVER

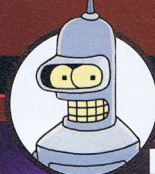
You're nearing the end of the level now and, just to provide one last hurdle, Mom's youngest son will be trying to take you down with a bit of laser fire. Your aim here is to reach the back of the area and hit the detonator to clear the way forward. There is plenty of cover around, so avoiding the laser shouldn't be too difficult as long as you're patient. Once the detonator is pushed, climb the ladder and continue into the mine.



● Use the rocks and debris as cover.



● Reach the detonator at the back of the area.



BENDER



RUN BENDER RUN

LEVEL 9

IT'S BEHIND YOU!

In true Indiana Jones style, you'll have to outrun a huge boulder as it chases you down a tunnel. You'll be forced to run towards the screen, so seeing the obstacles coming is near impossible and you'll have to rely on your reflexes and a bit of trial and error to get through. There are three Nibblers to grab as you run through and they are all very easy to spot - just don't hang around too long when you're trying to pick them up.



Here comes the boulder. RUN!



You'll soon learn where the holes are.



Don't forget to grab the Nibblers.



THE MINE FACILITY

LEVEL 10

HEY

NIBBLER
TOOL

CRUSH HOUR

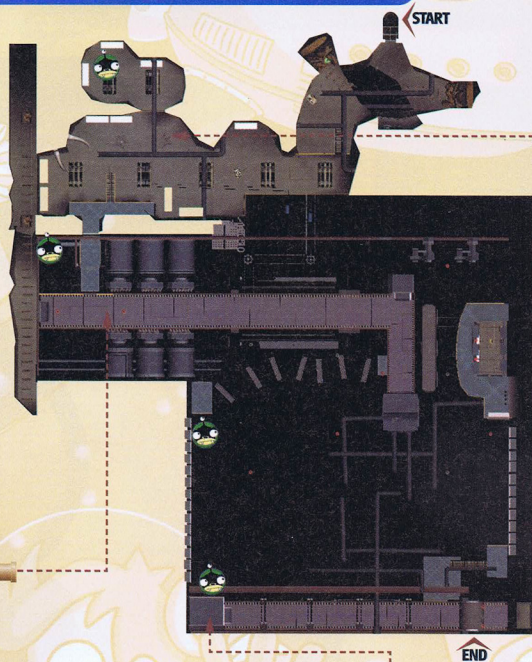
As soon as you step on the conveyor belt, the crushers in front of you will start up. Although they look nasty, they are easy to avoid. Just make a dash for it as soon as they open and you should have plenty of time to get through. Once you're through the crushers, you'll have to get through various other obstacles including spinning blades and laser beams, all of which can be easily dealt with by using a few well-timed jumps.



They look tough but are easy to avoid.



The blades are a bit more difficult. Timing is everything



HOPPING MAD

By pressing the button on the wall you'll trigger some platforms. They will poke out of the wall one at a time with a short overlap, so you can jump from one to the other, but you'll have to be fast! Keep following the platforms all around the wall until you're close enough to the other side to jump to safety.



Hit the button to get things moving.



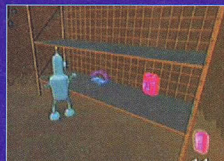
You'll have to move quickly if you don't want to fall.

WHAT A CARD!

In order to get through the facility you'll need to get hold of a Security Card. If you jump up onto the shelves near the first locked door, you can climb up onto one of the pipes on the ceiling. If you follow the pipe along, you can drop into the room that is blocked off by the metal fence. Kill the robot patrolling the room and then smash all the crates until you find the one with the Security Card inside.



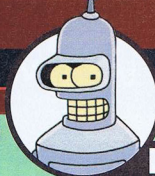
Use the shelves to get up to the pipe.



Smash the crates and take the Card.

RED ROCK CANYON

LEVEL 11



BENDER

CLOSE ENCOUNTERS

When you reach the old abandoned spaceship you'll have to do a bit more fancy jumping. The purple goo will kill you instantly if you fall in and it is pretty difficult to judge the jumps. After you have worked your way round to the main cockpit area, press the button in front of the skeleton to turn on the sound system. This will crumble away the back wall and allow you to work your way down to the junkyard below.



- One wrong move and you'll sink in the purple goo.



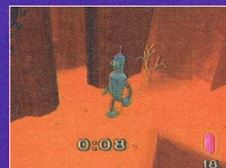
- Turn on the stereo to make the wall crumble.

RACE AGAINST THE CLOCK

The door at the top of this area is locked tight and the only way to open it is to hit the switch near the control hut on the right. This will only open the door for a minute though, so you'll have to move fast. Get yourself over to the crane and take the lift up to the top. From there just jump from platform to platform until you get through the door.



- Hit the switch to start the clock.



- If you keep moving you should just make it.

END



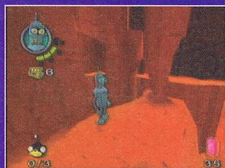
GOOD NEWS EVERYONE

YOU SPIN ME RIGHT ROUND BABY

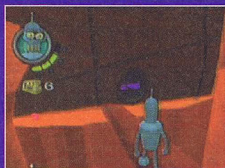
Bender's special move will make him spin continuously and will take out any enemy that you run into. Although it is a very useful move, be aware that while the special is happening you'll not be able to stop moving, so try and save it for open areas. Bender will also need a few seconds after he stops spinning to get his bearings, so he'll be momentarily vulnerable.

TIMBER!

This chasm is seemingly impossible to cross, but a few well-placed blows at the bottom of the stone tower will send it toppling over to create a convenient bridge. Keep an eye out throughout the game for the opportunity to use similar tricks.



- This pillar looks a little unsteady.



- Voilà – one bridge across the chasm.

START



THE JUNKYARD

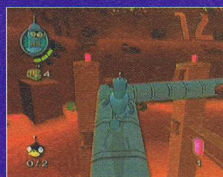
LEVEL 12

SEESAW SCRAPE

The area that you start off in has a large security door at the far end. Unfortunately it is locked tight and will stay that way until you kill all the robots in the area. As if that wasn't bad enough, you'll have to balance over the seesaws in the centre of the area to get over to the door. If you fall from the seesaws you'll die instantly, so time your jumps carefully and keep your eyes open for the Nibbler sitting on one of the platforms.



- The door won't open until all the enemies are dead.



- Watch your step on the seesaws.

1

PIT STOP

Another security door is blocking your path in this area and again you'll have to kill all the robots before it will open. Just search around the area for any bots that are hiding away and be careful not to fall in to the pit near the door.



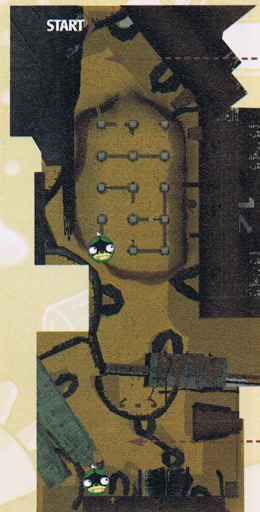
- Search out all the enemies.



- It's a long drop into the pit.

2

START



MIND THE GAP

When you first enter this room it seems safe enough. There are a few Weasels hanging around, but apart from that it looks like it's going to be a clear run to the other end. As you have probably guessed, this won't be the case. When you start moving down the room, huge chunks of floor will fall away and if you're not standing on a safe bit you'll fall to your death. The easiest way to ensure your safety is to stand near one of the Weasels. The floor underneath them is always safe – but you'll have to kill the Weasel without falling off the edge, which can sometimes be difficult.



- Don't be fooled – it's not as safe as it looks.

3

GOOD NEWS EVERYONE

DIAMONDS ARE FOREVER

There are jewels scattered throughout this level and collecting 25 of them will reward you with a life. Collect as many as you can, as you may well need all the lives you can get when you reach some of the more difficult jumping sections.



END



RUMBLE IN THE JUNKYARD

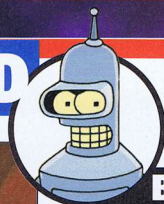
LEVEL 12

TANKS ALOT

One of Mom's sons will be at the controls of a large tank in the centre of the area and, to make matters worse, he has a shield covering the entire thing so you can't damage him. There are two mounted guns in the area: one to the tank's left and one to its right. It's the one on the left that you want to get to first, so head over to it and take a shot at the shield. Once hit, the shield will malfunction and leave the tank vulnerable to attack, so quickly run over to the other gun and get as many shots in as you can before the shield is repaired. Depending how fast you are, you may need to repeat this a fair few times, but the tank will eventually explode, leaving you free to cross over the swamp and turn off the Suck Ray. After the tank battle, be sure to climb up the rock ledges near where you entered to grab the level's only Nibbler.



● Use the gun on the left to remove the shield.



BENDER



● When the shield is down, use the gun on the right to attack.



● Keep attacking until the tank is destroyed.



MARKET SQUARE

LEVEL 13

MIND THE LAVA

Your task in this area is to get inside the left wing of the temple. You do this by hitting the switch that rises out of the lava, but this won't happen until you have cleared the first two waves of Bone-Bots. When the platforms appear from the lava, jump on to the nearest one and use your roll to get under the bars that block your way. After you tread on the switch, the platforms will start to sink back into the lava, so be prepared to run for safety. There are two Nibblers in the area for you to find. One will be in the room to the left of where you start. The other is inside one of the windows on the right-hand side of the area.



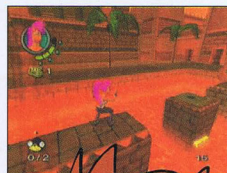
● You'll have to kill off all the Bone-Bots in the area before the switch will appear.



LEELA



● Don't forget to find the Nibblers.



● Once you hit the switch, the platforms will sink.



PILLAR PUZZLE

When you hit the switch at the start of this room, the pillars that run across the lava will slide down and reveal a series of symbols. These symbols match the six switches that are round the walls of the room. You'll need to press them in the same order as they appear on the pillars. The statues at the end of the room will start throwing fireballs at you, but these are easily avoided by standing near the edges of the platforms. When all the switches have been pulled, the pillars will have formed a bridge over the lava and the door will have been unlocked.



• Dodge the fireballs by standing on the edge of the platforms.

THE LEFT WING

LEVEL 13

GOOD NEWS EVERYONE



SELF DEFENCE

Leela is by far the most agile of the crew and because of this she has some rather nifty defence moves. If you tap while pushing backwards or forwards, she'll perform a backflip or roll. Don't underestimate these moves as they can get you out of some pretty tight situations.



TO PAGE 97

HEY

NIBBLER
 TOOL

SMASHING!

The doors in this room will snap shut as you approach, stopping you from getting the next Idol. To get through you'll have to kick over the statue that's in front of the door so that it jams the door open. Then you can wander inside and take the Idol.



• You can't get through the door without jamming it open.



• The statue will do the job nicely.

IT'S A KIND OF MAGIC

You'll have to fight a slightly more difficult enemy in this room. This Sorcerer won't just stand there and take damage, he'll disappear whenever you hit him and turn up elsewhere in the room. He'll also resurrect any Bone-Bots that you manage to kill so don't waste too much time trying to kill them. Keep chasing the Sorcerer around, doing as much damage as you can until he collapses.

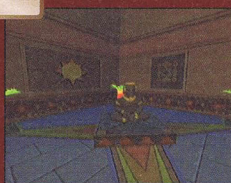


- The sorcerer will disappear when you hit him.

5

DROP OFF POINT

After making your way round the corridor, you'll find a small room with a stand in the centre where you can set down the Idol. There are four of these rooms in the temple and each one will activate a light beam on the outside, as well as unlocking the way forward.



- Place the Idol on the stand.



- Each Idol you place will activate an energy beam outside.

4

YOU'RE MY IDOL

In order to open the door at the far end of the area you'll need to pick up the Idol that's inside the locked room at the opposite end. Climb up onto one of the statues on the right and jump from one to the other until you reach a switch. After standing on it, make your way back over the statues and drop through the hole that will have opened on the roof of the locked room. Grab the Idol then exit through the door that opens.



- Pick up the Idol and leave the area.



- Hit the switch to open the panel on the roof.

3

THINGS ARE HEATING UP

More tricky jumping here, but by now you should be getting pretty good at it. Whilst you're working your way round the edge of the lava moat you'll come across moving sections of wall that will push you off the edge and fire blowing statues. All of these can be beaten easily with a bit of well-timed jumping.



- The moving walls will try and push you into the lava.

2

TILE TROUBLE

This will be the first of a few tile puzzles that you'll find scattered around the temple, and they are all completed in the same way. Tread on the tile switch near the wall and take a note of the sequence that the light flashes around the tiles. Now all you have to do recreate that sequence by jumping on the large floor tiles. When all the tiles are lit, the door will open.



- You'll have to kill off all the Bone-Bots in the area before the switch will appear.

2



LEELA



LEVEL 16

THE RIGHT WING

WEAK WALLS

Look around this area for a small crack in the wall and kick through this section to find another Idol. Once you have it, backtrack to where the corridor split and head down the lava-filled area. There is another switch on the other side of the lava – once pressed, a door will slide open. However, if you're after all the Nibblers, you should head back to where you kicked through the wall to find another secret room that will have now opened.



Look out for the crack in the wall.



Kick through the wall to find the Idol.

1

DON'T STOP MOVING

As you enter this room you'll notice a familiar statue in the centre, so you'll probably realise that you'll be dodging more fireballs. This time you'll have to jump on all the switches in the room before the door will open – and with the statue continually spewing fire at you it's no easy task. You can avoid the fireballs by keeping on the move. Stopping for a second will get you hit and you can only take two or three fireballs before you die, so you can't afford to hang around!



More fire-spitting statue action



Keep moving to avoid the fireballs.

4

FLAME THROWER

Once you have entered this room, all the doors will slam shut and you'll be trapped with a large fire-spitting statue. The only way out is to get the statue to hit each of the closed windows that are dotted around with one of its fireballs. The easiest way to do this is to stand in front of a window then move as soon as the statue launches a fireball – repeat this with every window and the exit door will open.

It is best to run straight from window to window, if you hang around between them and a fireball hits one of the concrete doors, a Lava Monster will be released and you'll have to deal with it before you can continue.



The statue will start throwing fireballs at you, so watch out!

2

BOILING POINT

You'll have to face several Lava Monsters in here before you'll be allowed to leave. These creatures have a hot temper and if you try attacking them while they are glowing you'll be killed instantly. Fortunately, they are very slow and you can easily outrun them, so just keep out of their way until they stop and cool down. Then run in for the kill.



Lava Monsters will be released from the sides of the room.



Don't try to fight them until they have cooled down.

GOOD NEWS EVERYONE



JUMP AROUND!

Some of the jumps can be extremely difficult to pull off, and require you to jump towards the screen to platforms you can't see. As such, it is important to remember where mistakes were made in a sequence and avoid repeating them. You'll still lose lives, but not as many!



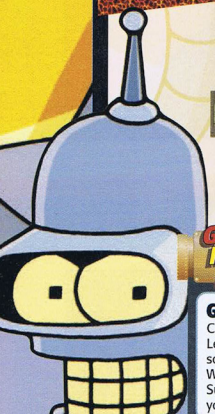
FOR WHOM THE BELL TOLLS

In order to get across the river of lava, you'll have to take a ride with the strangely skeletal Ferryman. To summon him, just find the bell near the edge of the river and give it a few kicks.



• He looks like an enemy, but the Ferryman will see you safely to the other side.

5



GOOD NEWS EVERYONE



GOLDEN OPPORTUNITY

Collecting 25 Gold Bars with Leela will get you an extra life, so grab as many as you can. When you're dealing with an Evil Sun God, you need all the lives you can get!

THERE'S NO TURNING BACK NOW

This part of the level is extremely difficult and if you haven't learnt to jump quickly and accurately yet, you aren't going to be getting much further than this. After you have stepped on the first pillar, all the rest will start to sink in order and you'll have to leap to each one before it disappears into the lava. Be aware that sometimes you'll have to jump towards the screen onto pillars you can't actually see and that any error whatsoever will cost you one of your hard-earned lives. Good luck.



• Be prepared to lose a few lives here.



• Speed is essential if you want to make it to the end.

6



LEELA

MORE OF THE SAME...

There will be nothing in this level that you haven't dealt with before. A few symbol/switch puzzles, which are solved in the same way as the last couple, plenty of Bone-Bots and a Sorcerer. There are four Nibblers hiding in the level, but fortunately none of them are hiding very well. After you have pulled all the switches and opened the door to the next level, head back down to the main area and check in all the small rooms round the edges that have now opened – you'll find all four of the Nibblers inside.



TEMPLE COURTYARD



• Solve the symbol puzzles the same way as before.



• The Sorcerer will be better defended this time round.



• Remember to watch out for the kamikaze Bone-Bots.



INNER TEMPLE

TEMPLE TRAPS

This is your typical ancient temple, which means booby traps and obstacles at every turn. No matter what you're up against in here, the same rule applies: time it right, then jump. You'll need to find three Nibblers in here to unlock the extras. Two of them will be right in front of your eyes but to get the other you'll have to beat the clock in the spinning blade room.

At the end of the temple you'll have to face the Evil Sun God that has

caused you all this trouble. The only attack he has is fireballs – and you've already had plenty of practice dodging them – so they shouldn't be a problem. Keep jumping around until the shield protecting the Idol in front of you disables, then jump over and grab it. Once you have the Idol, work your way over to the left and place it on the stand to lower the next platform. Keep repeating this until the Sun God falls in the lava, then make your escape by climbing up the platforms in the centre of the room.



• Get to the end before the platform sinks.



BOGAD SWAMP TRAIL

BALANCING ACT

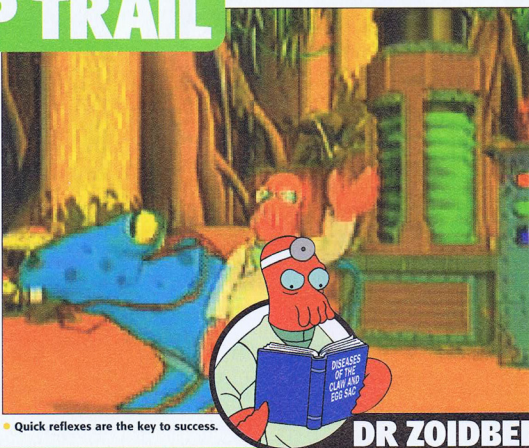
At last, you get to play as Zoidberg! This excitement won't last for long, however, as you'll soon realise that this is easily the most frustrating level in the game.

Your job is to get Zoidberg and his steed through the swamp and to the generator in the time allowed. As always, the time limit is very unforgiving and you can only afford to fall off about 20 times overall. This may sound a lot, but when you realise that touching anything at all will result in a fall, it seems quite harsh. Try to memorise the course as you go along and you will slowly get used to the layout. Keep at it

and you'll get through eventually. There are five Nibblers lying around the course for you to collect. All are in plain view but you'll only get one chance to grab them, as you can't turn around.



• Learn the course as best you can.

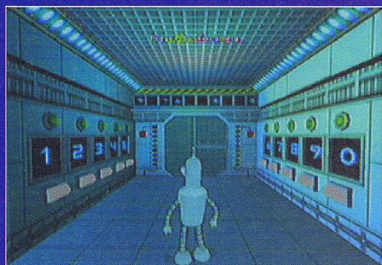


• Quick reflexes are the key to success.

DR ZOIDBERG

NUMBER CRUNCHING

You'll be trapped in this room until you have solved the number puzzle above the door. You have to press the numbers that are missing from the sequence in the right order to unlock the door, but if you press a wrong number the floor will open and you'll lose a life. You'll also be on a time limit so input the numbers as quickly as possible. The numbers to press to solve this puzzle are 8, 5, 4, 2, and 1.



• Whatever you do, don't press the wrong number.

2

BENDER'S BREAKOUT

LEVEL 11

RISE OF THE ROBOTS PART 2

Having discovered that tall, thin robots won't work, Mom decides to send out the big, fat ones instead. These are much harder to escape from as they cover a lot more area but their weakness is the same. After pursuing you for a while they will stop and pull in their spikes. This is your chance to climb up on top of them and finish them off with a Butt-Slam.

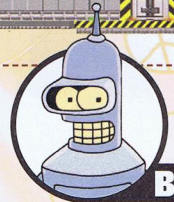
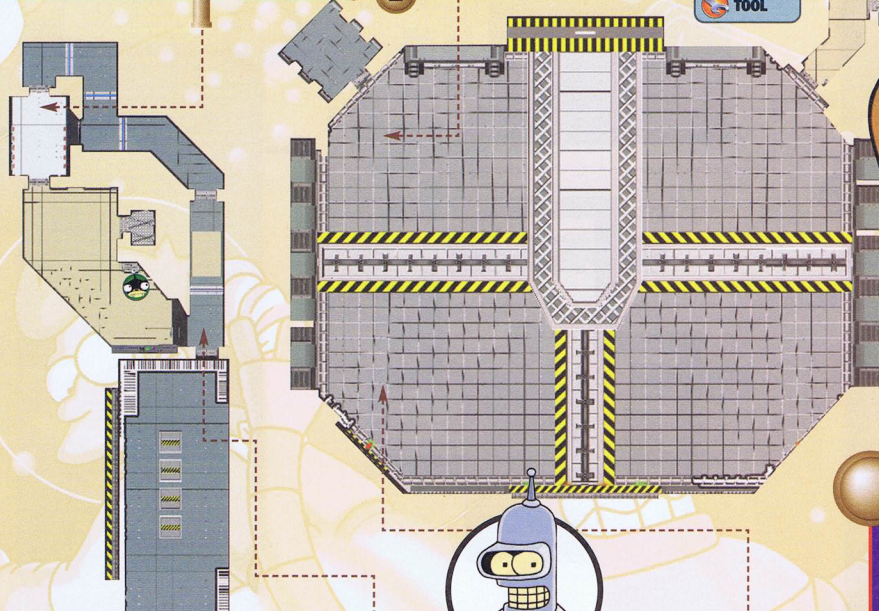


• Keep on the move to escape the blades.



• Climb up onto their head and finish them off.

4



BENDER

RISE OF THE ROBOTS

New, tougher robots will now be sent after you and you won't be able to proceed until you have destroyed all the Bots in the section. The first Robot to take you on will be a tall one with plenty of spikes to keep you at a distance. Run away from it until it stops and retracts its spikes, and use your Dash move to knock it onto its side. It will only stay down for a few seconds, so get on top of it and Butt-Slam it to bits.



• Keep your distance to avoid the spikes.

3

LASER TREATMENT

The doors in this area have harmful laser beams running over them so timing is essential. Just be patient and wait for a gap that is big enough for you to pass through then go for it. Your main problem will be the little bladed robots that come out of the walls while you're waiting. You can bust these to bits with one simple Butt-Slam though, so get rid of them straight away.



• Butt-Slam the small robots that attack.



• Don't try to fight them until they have cooled down.

1



LEELA'S LAST LAUGH

LEVEL 17

JUMP 'N' ROLL

You'll need to show off your jumping ability yet again in this section, as Leela has to make her way down three conveyor belts that have laser beams all over them. Again, jumping accuracy and patience is the key to getting through it alive. The lasers will knock off quite a bit of health each time you touch them, so a lack of patience can prove very costly. Remember to pick up the No.1 Key Card at the start of the third conveyor belt.

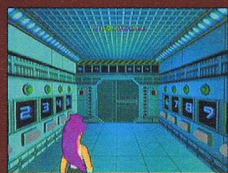


• Jump and roll to get past the lasers.

1

NUMBER CRUNCHING 2

Your second number puzzle is much more difficult than the first. The numbers you need to input this time are 4, 2, 2, 2 and 8.



• Calculators out - it's puzzle time!

2

DO YA FEEL LUCKY?

As you step out of the puzzle room, a gun at the far end of the corridor will slide out from the wall and fire a continuous shower of red beams at you. Just one touch from any of these beams is enough to kill you, so don't stay in the line of fire for too long. You have to get inside the locked door opposite to find the switch that will turn off the gun. Luckily this won't be a problem if you picked up the No.1 Key Card from the case at the start of the third conveyor belt. If you didn't pick it up you'll have to go back and get it - there's no way you're getting down that corridor with the gun still active.



• Keep back to avoid the laser beams.

3

CARDS ON THE TABLE

The rest of this level will have you collecting many numbered Key Cards and unlocking the doors of the same number. All you have to do is work your way around, collecting Cards and turning guns on and off. Why turn the guns on? They are perfect for removing the floating mines that are hovering in some of the corridors. Just make sure you remember to turn the guns off again before trying to walk up the corridor.



• All the Key cards are numbered so you know where to use them.

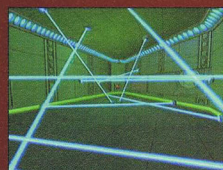


• Number 3 Card opens number 3 door. It's hardly rocket science.

4

BEND OVER BACKWARDS

This room is filled with laser beams and they literally are going everywhere. It is quite difficult to judge the distances between the beams, so you'll have to rely on your gut instinct when it comes to how far you should be jumping. Use your roll to get under any high beams and jump over any low ones. Once you hit the switch on the other side of the room, the level will end.



• Now that's a roomful of lasers.



• Hit the switch and it's level over.

5

LEELA



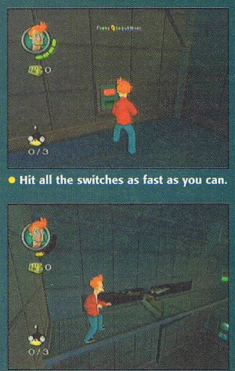
FRY FIGHTS BACK

LEVEL 5

HEY
NIBBLER
TOOL

TARGET PRACTICE

When you start this level you'll have the Destructor blasting away at you and you won't be able to take many hits from him, so you have to move fast. Hit all three of the switches on the wall behind you then climb up onto the ledge on the right. You'll have slowed down all the blades so you should be able to get past them with a few jumps. Make your way round to the other side and hit the last switch. This opens the door that will get you off the target range.

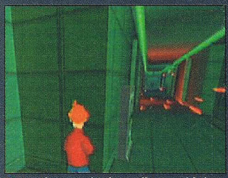


• Hit all the switches as fast as you can.

• The slowed down blades are easier to avoid.

BULLET TIME

You'll come across another concealed gun in this corridor and the bullets are fatal so you can't chance getting hit at all. Make sure you have collected the Key Card from the first room in the corridor and use the gaps along the sides of the corridor to make your way up to Door No 3. Once there, quickly use the Key Card to get inside away from the gunfire.



• Use the gaps in the wall to avoid the beams.



• Get inside before you get gunned down.

NUMBER CRUNCHING 4

Your third number puzzle will have a shorter time limit than the last two, so press the correct numbers as quickly as you can. This time they are 2, 4, 8, 8, and 1.



• Where's Carol Vorderman when you need her?

4

NUMBER CRUNCHING 3

Your third number puzzle will have a shorter time limit than the last two, so press the correct numbers as quickly as you can. This time they are 2, 4, 8, 8, and 1.



• Where's Carol Vorderman when you need her?

3

THE FINAL SHOWDOWN

For the final battle of the game you'll have to fight the Destructor face to face. His firepower is much greater than yours, so make sure you keep moving or his laser and rockets will kill you in a matter of moments.

You'll have to wait for him to open his stomach before you can damage him. So the moment he does, go into first-person mode and hit the big red circle on his stomach as many times as you can before he closes it up again. Repeat this until he is destroyed.

If you start to run low on health or ammo while you're fighting, you can get into blocked rooms at either side of the area by making the Destructor destroy the power point next to the door. Inside these rooms you'll find a Slurm Machine and an Ammo Machine.



• It's time to take the Destructor down.

5



» GAME ESSENTIALS

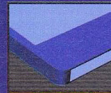
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FORMAT
PS2



ANALOG
PAD



MEMORY
CARD



PLAYERS
1

GUIDE WRITTEN BY: RUSSELL MURRAY



Any questions about this guide? Contact me via:

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russellm@paragon.co.uk
 FORUM NAME
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THE HULK

If the Hulk's getting you slightly miffed, don't go green and smash things, turn to POWERSTATION...

PLAY COMMENT



"IT'S QUITE A LAUGH, IF MINDLESS AND REPETITIVE!"

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HALF-LIFE

This monster can't be harmed by your powerful punches and will drain your energy should he touch you. Start the battle by smashing the machines around the arena, then throw items at Half-life to weaken him a little. Now collect a pipe and use it as a huge club to knock this evil creature into the broken machinery. Do this a few times and you will soon win the fight.



Hulk use pipes to club Half-Life into broken machines!



Hulk damage machines before fighting Half-Life!



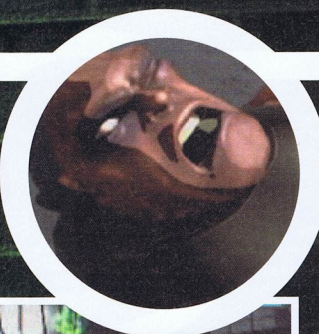
Hulk mustn't get too close!



Take that you evil fiend!

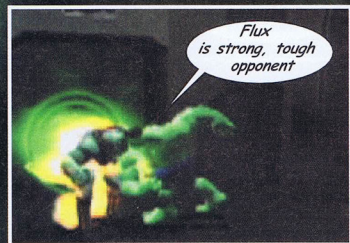
MADMAN

This battle can be a little tricky as Madman has very fast feet and can move extremely quickly. Start by destroying the consoles around Betty's prison, then set about fighting Madman. Use your punches to knock him about a bit, and then use flying punches to skip around the room avoiding Madman's attacks. When he misses with a charge attack, dash in and use your fists to teach him a lesson.



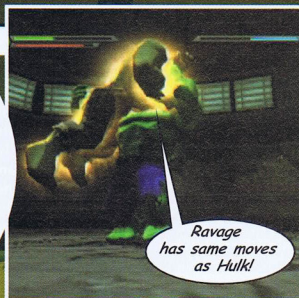
FLUX

Flux has several awesome attacks, including a long-range bomb that explodes on contact. Start the battle by destroying the three generators around the edge of the room, then when the shield is down get stuck into Flux. Pick up this monster and hurl him at the machine in the centre, then run away to avoid the projectiles being thrown at you. Once the generators re-appear, destroy them again and throw Flux into the machine a few more times to finish him.



RAVAGE

This battle can be extremely tough, as Ravage can perform the same manoeuvres as you. Start the battle by trying to punch him a few times, then switch to grab and throw moves to cause a little more damage. Once you have depleted his health bar the first time Ravage will attack again accompanied by two grunts. Dash around the arena to avoid the bullets and then use the logs that fall from the ceiling to club the boss. If you get a chance, get in close and use your throws but it is best to wait until Ravage is slightly dazed after an attack before attempting this.



THE LEADER

This is the toughest fight so far, as you begin the battle as Bruce Banner and must regain your powers before you can tackle the leader. Hit the four switches on the pillars to lower the shield, and then start punching the fast moving alien. Use your jump punch to knock him to the floor, and then run away a short distance to help you to dodge the laser blasts. When multiple Leaders appear, take them out one by one with flying punches until you find your target, and then go for the kill.



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chart

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Clocks - Coldplay 112438
Fighter - Christina Aguilera 112649
Greatest Hits - Various Artists 112608
Skater Boy - Avril Lavigne 112606
Lights Out - Lisa Marie Presley 112631
I'm Glad - Jennifer Lopez 112671
Cry Me A River - Justin Timberlake 112630
New Girl Get Us - TATU 112486
Get In The Moon - Darius 112711
Mistie - Amy Studt 112708
Invisible - U2 112732
Are You Ready Now - Michelle B. 112736
The Switch - Planet Funk 112794
Finest Dreams - Richard X vs Yells 112802
Stuck - Stacie Orrico 112602

dance

Fly On The Wings Of Love - XTM 112705
Satisfaction - Benny Benassi 112751
Nothing But You - P.V.O/Henriksen 112816
Sleeping Satellite - Aurora 112818
Mo'Nasty - Busta Blue 112822
Shining - Double Dee 112825
Sparks - Rokyack 112825
Loneliness - Tomcraft 112576
Heaven - DJ Sammy 112730
Weekend - Scooter 112486
Wondering Why - MJ Cole/Viva 112784
Who's Craving Now - DJ Chrome 112786
Forever More - Moloko 112775
Frying Away - Mista 112776
Catch Us If You Can - Jungle XL 112779
The Right Stuff - LC Anderson 112782
Last Night - Vitamin C 112781
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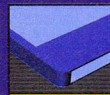
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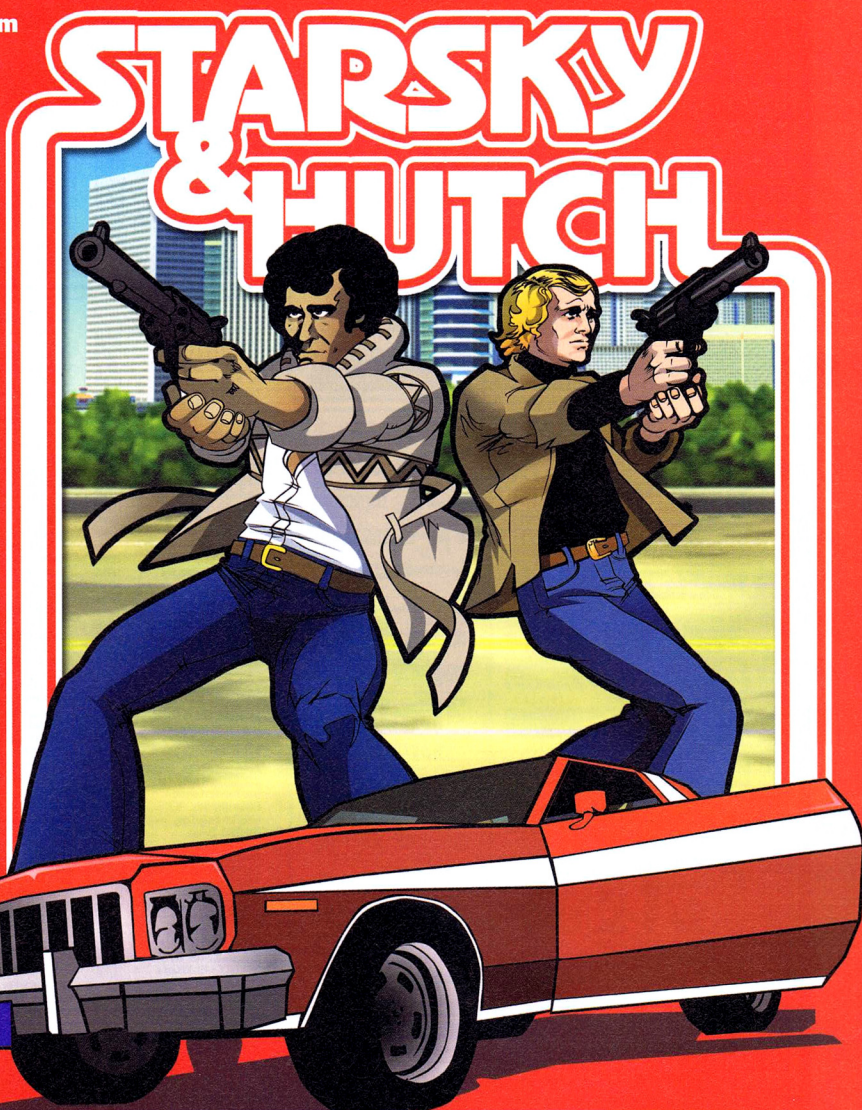
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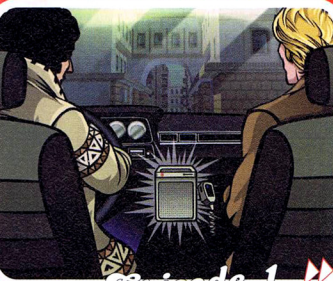


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Season 1



Episode 1 ▶▶ Fast Cars

Your primary goal is to chase the blue coupe and blast it until it crashes. Whilst driving, crash into as many cardboard boxes as possible for the secondary goal.



KEY FOB

After grabbing the first Huggy Token, turn around and chase back up the street, then drive across the pedestrian footbridge on the right to grab the Key Fob.



HUGGY TOKEN 1

After leaping through the building, follow the coupe for a couple of blocks, and then ride along the ledge on the left-hand side next to the Sheldon Building. Keep your speed up and you can jump over to collect the first Huggy Token.



HUGGY TOKEN 2

After driving down the alley with cardboard boxes a second time, continue to follow the coupe and it will drive down another small alley and then through a shop window. Search the grass verge just to the right to collect the second Huggy Token.

Episode 2 ▶▶

Special Withdrawal

Get to the bank quickly, then chase the black van to stop it reaching the city limits. Your secondary task is to shoot at least 20 gas canisters as you drive.

KEY FOB: While chasing the van, blast the double damage power-ups by the traffic lights, then drive into the small car park under the building to get the next Key Fob.

HUGGY TOKEN 1: Leap over the jump at the very start of the level and you should land almost on top of the first Huggy Token. Make sure you collect it before driving over to the bank.

HUGGY TOKEN 2: The second Huggy Token is found inside a small coffee shop on the corner. This is located very near to a special event power-up and just past the new weapon pick-up.



KEY FOB



HUGGY TOKEN 1



HUGGY TOKEN 2

Episode 3 ▶▶ Bay City Heatwave

Your primary goal for this episode is to chase the white coupe responsible for the armed robbery at the Gas 'N' Go. Near the end you'll enter a junkyard – shoot the gangsters to achieve the secondary goal.

KEY FOB: Blast the barrels in the fenced area opposite the junkyard and you can find the key hidden behind.

HUGGY TOKEN 1: Ride the small ledge beside St Mary's department store to get the next token. Note: If the suspect doesn't go past this shop, the Token is by the railway station

HUGGY TOKEN 2: Near the junkyard is a roller disco, and the second token can be found inside. Look for a weapon pick-up just outside the door if you have trouble finding it.



KEY FOB

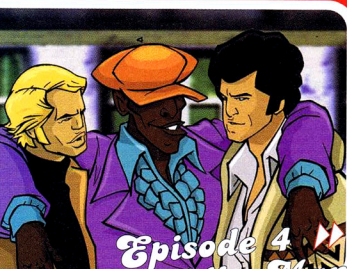


HUGGY TOKEN 1



HUGGY TOKEN 2





Episode 4 ★★ *Middle Man*

Your primary goal for this episode is to chase down the brown coupe and blast it until it crashes to a halt. Whilst driving you need to take out the blue coupe to complete the secondary goal.



KEY FOB

Jump over the bridge, then turn hard left and smash through Deb's Café window. The Key can be found on the wasteground, which is on the other side of the shop.



HUGGY TOKEN 1

As you drive down the steps towards Central Park you'll see the first Huggy Token near the fountain. Take a slight detour across the grass to collect it.



HUGGY TOKEN 2

As you near the city limits you can find the second Huggy Token under a small walkway outside office building. Look out for a viewer boost and stay close to the building.

Episode 5 ★★

Squealing Piggy

This episode you must protect the unmarked car and follow it to the safe house. Blast at least ten Special Event icons as you drive around the docks to drop the containers and achieve the secondary goal.

KEY FOB: As you near the exit to the docks, look out for a small passage between the containers on the right. Drive through the pipe and take the jump at full speed to collect the Key.

HUGGY TOKEN 1: Leap over the top of the freeway and you can find the first Huggy Token above the bridge.

HUGGY TOKEN 2: Once the blue car appears to chase Louie, follow it to the next dockside area, then turn left onto the train tracks and you will collect the second Huggy Token in mid-air.



KEY FOB



HUGGY TOKEN 1



HUGGY TOKEN 2

Episode 6 ★★ *A Little Mayhem*

This is the first Boss chase and Carlton Breezy drives a pretty fast limo. Take him down whilst leaping as many car transporters as possible to achieve both objectives.

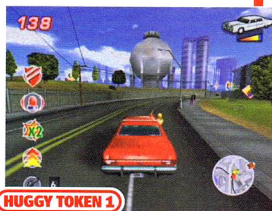
KEY FOB: The Keys are hidden inside the underground car park. Turn left as you enter, then look behind the wall to find them.

HUGGY TOKEN 1: After exiting the car park, follow the limo straight up the street ahead, then turn the corner and look on the grass verge on your right for the first Huggy Token.

HUGGY TOKEN 2: Take the steep bending ramp next to the large building and keep yourself straight through the jump. The second Huggy Token can be found beside the landing zone.



KEY FOB



HUGGY TOKEN 1



HUGGY TOKEN 2

Season 2

Episode 2

Swann Dive

Episode 1

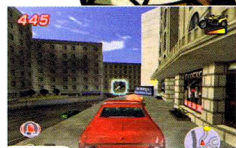
Not So Easy Rider

Your primary goal for this episode is to chase down the yellow trike and blast it until it crashes. Whilst driving you need to ensure that your shooting accuracy remains above 75% to achieve the secondary goal.

KEY FOB: The Keys can be found on the ledge beside St Mary's department store, where you found a Huggy Token in an earlier episode.

HUGGY TOKEN 1: At the very start, quickly turn around and you can see the first Huggy Token. Use the ramp to jump up on top of the parked lorry and collect it.

HUGGY TOKEN 2: As you chase the trike you'll notice the second Huggy Token high above a bridge. Keep chasing the trike along the wasteground and you can find a jump that will enable you to reach it.



Your primary goal for this episode is to chase down the yellow taxi and rescue Eddie Swann. Whilst driving you need to crash into 50 cardboard boxes to achieve the secondary goal.

KEY FOB: The Key can be found hidden inside Wildbun's burger bar on the corner – just before you get to the raised car park jump.

HUGGY TOKEN 1: In the junkyard area, drive quickly through the small section opposite the entrance and use the jump to reach the Huggy Token above the fence.

HUGGY TOKEN 2: The second Huggy Token can be found hidden behind a wall on the road that runs around the park. Keep your eyes open whenever you ride past the park and you'll soon find it.



Episode 3

Departure Gates

Your primary goal for this episode is to escort the Swann family to the airport and protect them from attack. Whilst blasting you must be careful not to shoot any of the Swann family, and if they're unharmed you will complete the secondary objective.



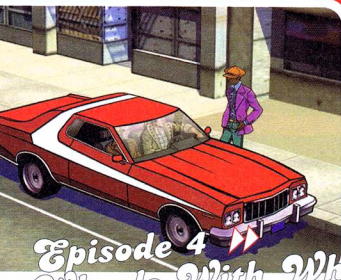
The Key can be found on the back of a truck on the left-hand side of the highway. Take care when crossing over to the other side of the carriageway.



The first Huggy Token can be found outside the entrance to the movie set on your way to the freeway, or it will be behind some crates outside the B Mart.



The second Huggy Token should not be hard to find. As you cruise along look for a gap between the concrete lane markers and you should be able to grab it.



Episode 4 Wheels With Wheels

Your primary goal for this episode is to race over to the casino and stop the stolen van. Once this is done you can then rescue the hostage. Your secondary objective is to reach the casino without crashing into more than three vehicles, so drive carefully.



The Key is high above a bridge and a huge leap is needed in order to collect it. As you are racing along the waste ground look out for the ramp and blast a turbo to get enough speed.



As you dash towards the casino you'll find the first Huggy Token on the drawbridge. If you're travelling fast then you'll easily grab it.



Once you have stopped the bullion van and begin to chase after the hostage, look for the second Huggy Token – it is hidden behind the fence at Nu Auto Repairs yard.

Episode 5

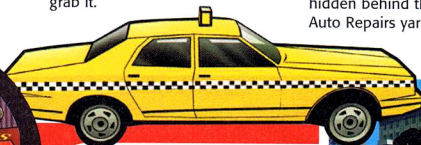
The Big Score Part 1

Your primary goal for this episode is to rescue Tami by following the instructions that you are given. Whilst racing between the checkpoints, smash through at least ten storefronts in order to complete the secondary objective. Note: You will need to complete this level several times, as the route taken doesn't always pass the items and the time limits prevent exploration.

KEY FOB: This is found on a small bridge above the quarry near the huge grassy area on the way to the amusement park.

HUGGY TOKEN 1: At the start turn right by the burger bar, then take the first left into a small alley and race towards the far end. Leap over the road and you'll collect the first token in mid air.

HUGGY TOKEN 2: The second Huggy Token can be found underneath the donut jump behind the diner.



Episode 6 The Big Score Part 2



Your primary goal for this episode is to tail the suspect without being seen. Once he has changed vehicles, give chase and prevent him from escaping. Whilst tailing the car, you must ensure that you don't drive through any red lights in order to achieve the secondary goal.

KEY FOB: On the main road heading towards the park, take the jump in the central verge and you will be able to collect the Key in mid air.

HUGGY TOKEN 1: As you trail the van you will be able to find the first Huggy Token on a small ramp, near the freeway entrance.

HUGGY TOKEN 2: The second Huggy Token can be found inside Deb's café, while you are chasing the suspect. Hopefully he should lead you straight to it.





Episode 1 Breakout

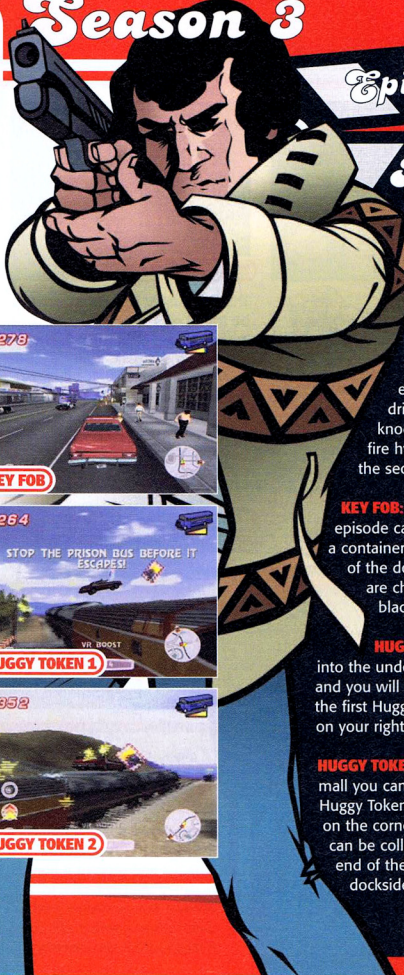
A gang of criminals have busted out of the prison. Chase the prison bus and stop their escape at any cost. Whilst driving ensure that you don't shoot the police to achieve the secondary goal.

KEY FOB: After exiting the train tracks, smash some boxes on the right-hand side of the road and use the jump behind to grab the Key.

HUGGY TOKEN 1: At the first level crossing use the ramp on the left to leap over the moving train and grab the first Huggy Token. You only have one attempt at this and must be travelling at full speed.

HUGGY TOKEN 2: Follow the bus along the train tracks, and then use the ramp on the left to leap up onto the moving train. Drive straight along the roof to collect the second Huggy Token.

Season 3



Episode 2

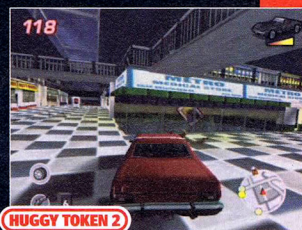
Parking Ticket

Your primary goal for this episode is to chase down and stop the three target vehicles before they are able to escape. Whilst driving you need to knock over at least 20 fire hydrants to achieve the secondary goal.

KEY FOB: The key for this episode can be found inside a container crate at the end of the dockside while you are chasing down the black coupe.

HUGGY TOKEN 1: Drive into the underground car park, and you will be able to find the first Huggy Token in there on your right.

HUGGY TOKEN 2: Inside the mall you can find the second Huggy Token inside the shop on the corner. Alternatively, it can be collected from the end of the pier in the dockside area.



Episode 3 Hot Tomato

Some cheeky villain has stolen your car and you must do your best to catch the thief in a battered old rental car. Whilst driving you need to ensure that you don't ram your lovely car more than three times to achieve the secondary goal.



Take the jump which is in the building close to the exit of the movie set and you will be able to grab the Key Fob as you sail through the air.



After a sharp left turn, ride up the ramp on the construction zone and then leap into the suspended pipe in order to pick up the first Huggy Token.



Ride the ramp which is on the left-hand side of the movie set and then you can collect the second Huggy Token at the very top of the ramp.



Episode 4 Save The Senator

The senator is driving from the airport to City Hall and your goal is to protect her limo from attack from vans and pedestrian assailants. Whilst driving make sure you don't crash into any civilian traffic to achieve the secondary goal.



KEY FOB

Key Fob: The Key that you need for this episode can be found inside a crate outside the motel which is on the corner.



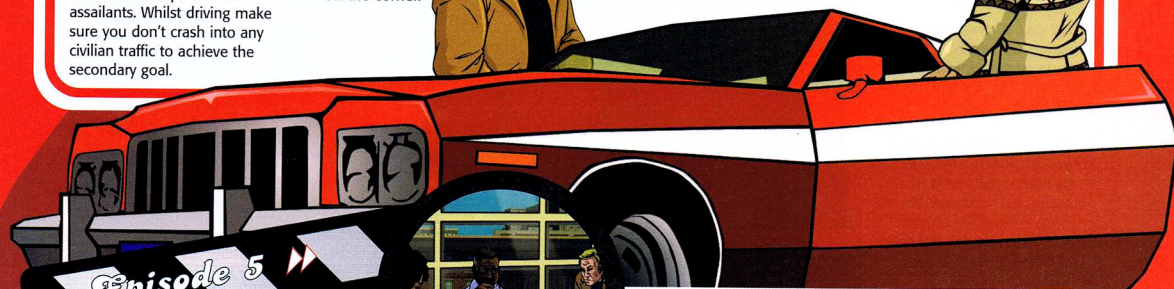
HUGGY TOKEN 1

The first Huggy Token can either be found on the back of a trailer in the garage, or in the middle of the lake in the park. It all depends which route is taken by the limo.



HUGGY TOKEN 2

The second Huggy Token can be collected from inside the department store near City Hall.



Episode 5

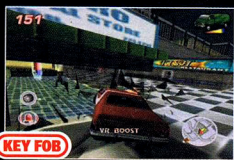
Bombe Surprise

Your primary goal for this episode is to chase down the blue coupe and blast it until it crashes to a halt. Whilst driving you need to crash into as many cardboard boxes as possible to achieve the secondary goal.

KEY FOB: The Key Fob in this episode can be in several places, but usually it will be found inside one of the shops in the mall or outside the mall in the alley.

HUGGY TOKEN 1: To find this tricky Huggy Token, you must take the huge jump near the underground carpark.

HUGGY TOKEN 2: At the top of a huge jump as you reach the top of the hill you can collect the second Huggy Token in mid-air.



KEY FOB



HUGGY TOKEN 1



HUGGY TOKEN 2

Episode 6 18 Wheels Of Trouble

Your primary goal is to defeat the gunmen, chase the 18-wheeler and prevent it from reaching the city limits. To achieve the secondary goal, destroy the scorpion vehicle as it leaps across the freeway.

KEY FOB: Take the jump in the second warehouse at top speed and you can grab the Key from the line of crates on the right.

HUGGY TOKEN 1: Once all the gunmen are dead, the truck will leave the warehouse and the first Huggy Token can be found inside.

HUGGY TOKEN 2: Blast the trailer on the back of the truck and soon enough it will detach and explode. The second Huggy Token can be found inside the ball of flames.



KEY FOB



HUGGY TOKEN 1



HUGGY TOKEN 2

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20**

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112599	Make Lov	Room 5 feat Oliver Cheatham
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112733	Im With You	Avril Lavigne
111138	All I Have	Jennifer Lopez feat LL Cool J
112590	Tonight	Westlife
111139	Born to Try	Delta Goodrem
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111687	Sonrise	Simply Red
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111688	U Make Me Wanna	Blue
107645	Beautiful	Christina Aguilera
111689	Bump Bump Bump	B2K feat P Diddy
112591	Clocks	Coldplay
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107654	Satisfaction	Eve

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DANCE

TITLE	ARTIST	ORDER CODE	TITLE	ARTIST	ORDER CODE
2 months off	underworld	108262	Helicopter2	mtv	109033
4 my people	missy elliot	108233	Hit and run	mtv	109034
666	devil	110852	In this world	moby	108363
9pm	atb	109861	Infected	hartinez	106998
A little less conversation	elvis presley vs jai	107034	Insomnia	tim daluze	107019
Addicted to bass	puretone	108248	It just wont do	its my life	108640
All that she wants	truth hurts	108212	Lames dean	daniel bedingfield	108224
Alone	ace of base	110860	Land of the living	milk inc	107819
Around the world	lasgo	108249	I begin to wonder	dannii minogue	109073
At night	daff punk	108430			
Be cool	shakedown	108360			
Because the night	paffendorf	107037			
Blow your mind	jan wayne	107859			
Cafe del mar	jamiroquai	110389			
Cantaloup	energy 52	107852			
Castles in the sky	us3	109354			
Children	ian van dahl	108250			
Clint eastwood	robert miles	108251			
Come into my world	gorillaz	107759			
Dem girz	kylie minogue	107863			
Do you see the light	oxide & neutrin	108758			
Don't call me baby	snapp	108218			
Drivin'	madison avenue	107748			
Electro shock	chicane feat bryan adams	110395			
Encore un fois	mtv	108028			
Equador	sash	107145			
Everybody dance now	sash	107145			
Extreme ways	prince	108789			
Familiar feeling	moby	108915			
Fascinated raiven	moloko	108253			
Forever	maize	110507			
Formulae	n trance	108327			
Get over you	j72	108272			
Ghosts dirty	sophie ellis bextor	109050			
Gimme the light	vegas	108220			
Gotta get through this	sean paul	108201			
Groovy thang	daniel bedingfield	110429			
Helicopter	mtv	107018			

INDIE

TITLE	ARTIST	ORDER CODE
Deadweight	beck	115491
Can you dig it	the mock turtles	110977
Clocks	coldplay	112591
Dancing in the moonlight	toploader	110888
Devil's haircut	beck	110690
How soon is now	the smiths	112305
If I had a million dollars	barenaked ladies	110907
Loser	beck	110920
Nice weather for ducks	lemon jelly	110263
Should I stay or go	the clash	112342
Song 2	blur	113765
Songbird	easis	110430
Step on	happy mondays	115516
Thats entertainment	the jam	111534

90's

TITLE	ARTIST	ORDER CODE
1979	smashing pumpkins	107775
A girl like you	edwyn collins	110380
A million love songs	take that	110382
Aint no stoppin us now	luther vandross	110384
All I wanna do	sheryl crow	109350
All that I need	boyzone	110859
Always	erasure	108517
Angel	paul van dyke	110864
Bitter sweet symphony	the verve	108440
Black coffee	all saints	107746
Black or white	michael jackson	108429
Can't help falling in love	UB40	109844
Champagne supanova	oasis	108338
Cori lake girl	tori amos	110886
Country house	blur	109870
Cream	prince	109730
Creep	radiohead	108602
Deeper underground	jamiroquai	107795

OTHERS

TITLE	ARTIST	ORDER CODE
10-2000	gorillaz	110381
A gas car	tony tune	108639
A little peace	traditional	108721
Ani boom	korean favorites	108727
Aranjez	robert michael	108850
Arirang	korean traditional	108612
Automatic	less than jake	108838
Autumn leaves	yves montand	108679
Aux champs elysee	daniele vidal	108613
Because the night	jan wayne	108835
Cha cha cha	de las secretarias humo	108732
Comment te dire adieu	francoise hardy	108632
Cool change	little river band	108900
Danger high voltage	electric six	111067
Duelling banjos	charlie daniels band	108886
Endless rain	x japan	108611
Eple	royksopp	110622
Gengis kahn	gengis kahn	108677
Hot summer nights	miami sound machine	108907
Kablie	kabhi khushi	109072

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TITLE	ARTIST	ORDER CODE
Charlie Brown	TV Theme	107142
Design For Life	Manic Street Preachers	107744
Staying Alive	Bee Gees	107799
Champagne Supanova	Oasis	108338
Baby One More Time	Britney Spears	107013
Sweet Child O' Mine	Guns N Roses	107012
Complicated	Avril Lavigne	107814
My Favourite Game	The Cardigans	109896
We Are The Champions	Queen	108288
Handbags And Gladrags	Stereophonics	108341
Coronation Street	TV Theme	107741
Angel	TV Theme	107832
Close To Me	The Cure	107742
Bare Necessities	Jungle Book	107028
Jumpin Jumpin	Destiny's Child	107027
Never Gonna Give You Up	Rick Astley	108365
Englishman In New York	Melanie C	109877
I Turn To You	Sting	109888
Dawson's Creek	TV Theme	109873

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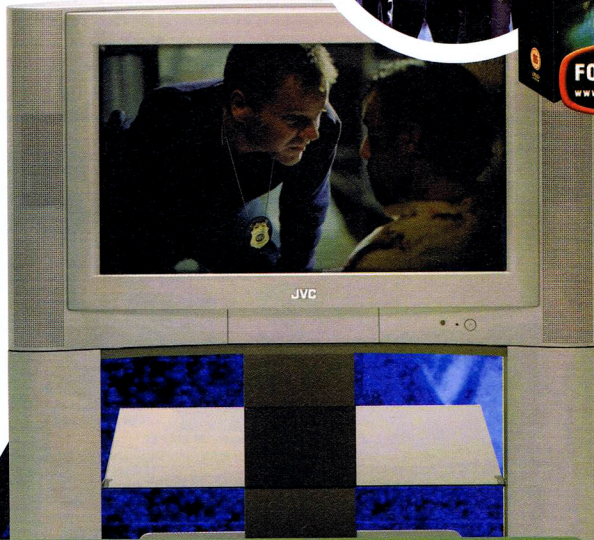
► It's 18 months on from the events in the first series of 24; Senator Palmer is now President and is informed of a potential nuclear threat to Los Angeles, and Former CTU operative Jack Bauer (Kiefer Sutherland) is reluctantly called back into service to find the bomb and save the city. If you enjoyed the first series of 24 then you'll love the second. With more action, intrigue and excitement than ever, you can now relive every gripping moment in a massive seven disc DVD boxset (out to

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 Which company made the PlayStation 2?
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 text pucca with answer/home to 81808

eg: pucca b anna

Dial-a-Prize

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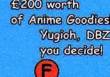
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 & Win, Win, Win!!!



0906 577 5551
 & Win, Win, Win!!!



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CODE
COMPATIBILITY

Note that POWERSTATION is unable to offer technical support for the Action replay code device and we regret that we are unable to give out any new cheats for the device over the phone. If you have any queries about Action Replay codes, please contact Datel on 01785 810 826 or email support@datel.co.uk

If you want even more Action Replay codes to use on your favourite games, then point your browser at www.codejunkies.com or telephone 09064 774477 (calls cost 60p per minute, UK only)



Hulk

MASTER CODE

0E3C7DF2 1853E59E
E45C9B2 BC02C8C2
Invincible
DE982126 E0BA9B84
DE98213A E0BA9B84
Invincible+1 Hit Kill
DE982126 E0BA9B84
DE98213A E0BA9B84
DE9BD5CE 6AA9AD13
Infinite Rage
DEAD0592 F8AADCEB
DEAD05A6 002A9B83
Infinite Health
DE9840B2 C4AC9A43
DE8FFFFE F8AA1A83
DE8FFFFA 6AAAD13
DE8FFFB8 C4B24816
Freeze timer
DE9DAB92 BCA99B83
Invincible
DE3FAD7E BCA99B83
Unlock Grey Hulk
DE3FA26 BCA99B83
Regenerator
DE3FAD26 BCA99B83
Full Rage Meter
DE3FADCE BCA99B83

Unlimited Continues
DE3FADF6 BCA99B83
Double Hulk's HP
DE3FAC9E BCA99B83
Double all enemies HP
DE3FAC46 BCA99B83
Halve all enemies HP
DE3FAC6E BCA99B83
Wicked punch
DE3FAC16 BCA99B83
Puzzle solved
DE3FAC3E BCA99B83
High score
DE3FAC6E BCA99B83
All levels
DE3FAC3E BCA99B83
Hulk's trailer
DE3FAC3E BCA99B83
Hulk's movie FX
DE3FAA7E BCA99B83
Endurance mode 1
DE3FAC3E BCA99B83
Endurance mode 2
DE3FADE BCA99B83
Time Attack mode 1
DE3FAD86 BCA99B83
Time Attack mode 2
DE3FADAE BCA99B83
Hulk Smash mode
DE3FAD56 BCA99B83



F1 CAREER CHALLENGE

MASTER CODE

0E3C7DF2 1853E59E
EE910AAA BCD687BA
Quick Licence Time
DEBB90AE BCA99C83
Pass Licence Test
DEAC50BE BCA99B8A

▶▶ Always use shotgun
3CD8092C 1456E79F
Always use gun 09
3CD8092C 1456E79E
Always use double guns
alt
3CD8092C 1456E79D
Always use double guns
3CD8092C 1456E7A4
Always use gun 6
3CD8092C 1456E7A3
Always use gun 5
3CD8092C 1456E7A2
Always use gun 4
3CD8092C 1456E7A1
Always use gun 3
3CD8092C 1456E7A8
Always use gun 2
3CD8092C 1456E7A7
Always use gun 1
3CD8092C 1456E7A6
All weapons
1C9A08A8 2055E767

1C9A80AC 943A69A1
1C9A80B0 2CD9E799
1C9A80BC 385AE7A5
1C9A80C0 38DAE7A6
1C9A80CA B43A69A1
1C9A80CC 385AE6A5
1C9A80DD 0C98731
1C810574 0C53B005
1C9A80B4 0859E7A7
(Press **START** for fast access to weapons. Always holster your gun before pressing **START**)

PRO EVOLUTION SOCCER PLATINUM MASTER CODE

0E3C7DF2 1853E59E
EED70FA2 BC908AB2
Home team score 99
019636A8 BCA99682
F19CF7C3 BCA99B86

(Press **I** to activate)
Home team score 0
01963778 BCA99882
F19CF7C3 BCA99883
(Press **L** to activate)
Away team score 99
01963778 BCA99882
F19CF7C2 BCA99886
(Press **START** to activate)
Away Team Score 0
01963778 BCA99882
F19CF7C2 BCA99883
(Press **START** to activate)
Infinite money
C19778C6 BCA99E6A
Infinite transfers
F1976162 BCA99B86
Win all trophies
F19CD8B2 BCA99B82
Unlock all teams
F19CD8AE BCA99B82



TOMB RAIDER: ANGEL OF DARKNESS

MASTER CODE

ECB8BC44 1435F1F4
Infinite Health
1C850278 20553040
1C850284 B095E271
1 hit kill
1C9A8028 2055E767
1C9A802C 38355635
1C9A8034 0424E7A7
1C9A803C B296E271
1C9A8044 0C5AE977
1C879A6C 0C53B0E5
(Use Infinite Health with this code)
Pause for Level Select/Skip
3CD8E5D8 1456E7A6
Infinite item usage
1C812EF4 1456E7A5
Pawnshop items
Max item after use
1C812EF4 385AE788
(Pawnshop items)
Infinite usage item
1C812F88 1456E7A5
(Health items)
Max item after use
1C812F88 385AE788
(Health items)
Infinite reloads
1C8131D0 1456E7A5

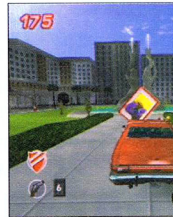
Max Reloads after use
1C8131D0 385AE788
Max money
4CD8E330 1456089C
Infinite grip
1C8548D4 1456E7A5
Loads of blood
1C8BFF98 20552765
Quick run
1C851570 2055F125
1C851574 D8D5FA5
Ultra quick run
1C851570 2055F165
1C851574 D8D5FA5
Bloody quick run
1C851570 2055F1A5
1C851574 D8D5FA5
Quick walk
1C851CBC 2055F1E5
1C851C00 D8D5FA5
Rapid fire
1C860A34 2055F125
1C860A38 D8D547A5
Quick rapid fire
1C860A34 2055F165
1C860A38 D8D547A5
Bloody quick rapid fire
1C860A34 2055F1A5
1C860A38 D8D547A5
Low gravity
1C853554 2055F0A5

(Use only one gravity code)
Moon Gravity
1C853554 2055F125
(Use only one gravity code)
Moonjump
1C9A8068 2055E75D
1C9A806C 9435B345
1C9A8070 3858E7C5
1C9A8074 0838E7A8
1C9A807C 20552625
1C9A8080 B095E78D
1C9A8084 0C5A8332
1C85356C 0C53B0F5
1C8503D0 0456E7A1
Infinite Ammo/Bypass
Ammo check
1C9A80F8 384EE79E
1C9A80FC B62EE7D7
1C9A8000 0C5A93B6
1C86F368 0C53B011
(Use Bypass Ammo Check code with all Gun codes)
Always use rifle
3CD8092C 1456E799
Always use M9
3CD8092C 1456E7A0 ▶▶

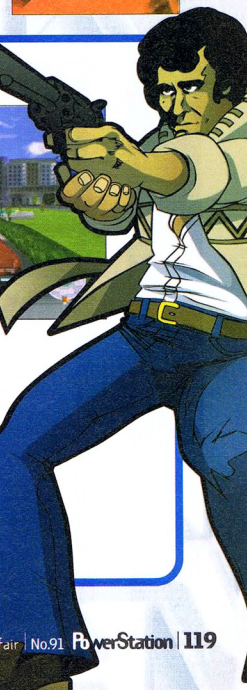
Starsky & Hutch

MASTER CODE

0E3C7DF2 1853E59E
EE8D9A9A BCBAF7A4
Massive Viewer Ratings
DE86F82E F8AAE89F
DE86F836 6AE9B83
One hit kill
DE88473A 00299B83
DE8847C6 6AA9C97
Infinite ammo
DE82DFD2 E0EB9B83
Have all items
DE4DAA2E BBA89A82
DE4DAA2A BBA89A82
DE4DAA36 BBA89A82
DE4DAA32 BBA89A82
DE4DAA3E BBA89A82
(These codes work in Slot 1 only)
Unlock All
Levels/Bonus Cars
DE4DAA5A BCBAF189
DE4DAA66 09C59B86
DE4DAA62 09C59B86
DE4DAA6E 09C59B86
DE4DAA6A 09C59B86
DE4DAA76 09C59B86
DE4DAA72 09C59B86



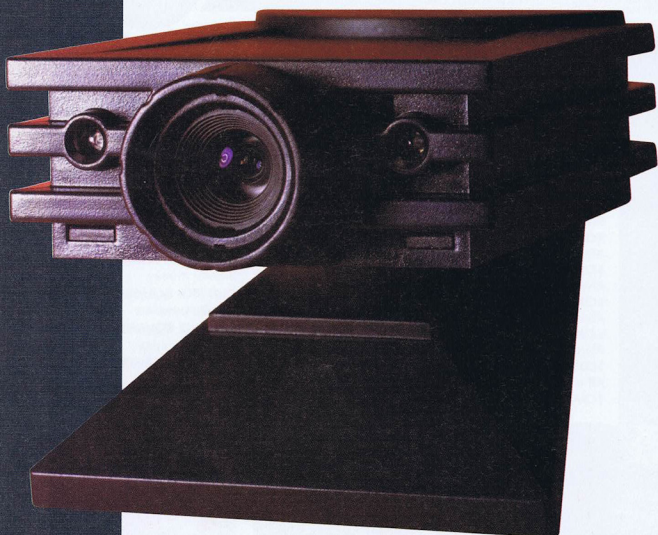
DE4DAA7E 09C59B86
DE4DAA7A 09C59B86
DE4DAA06 09C59B86
DE4DAA02 09C59B86
DE4DAA0E 09C59B86
DE4DAA0A 09C59B86
DE4DAA1E 09C59B86
DE4DAA12 09C59B86
DE4DAA1A 09C59B86
DE4DAA2E 09C59B86
DE4DAA22 09C59B86
(These codes work in Slot 1 only)



PSXtensions

▶ ALL THE LATEST PERIPHERALS REVIEWED BY OUR TEAM OF EXPERTS!

More hot peripherals have been released this month, and as usual we test them to their limits to tell you which products are worth splashing out on!

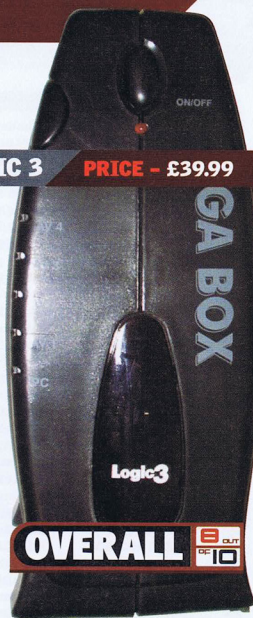


SUPPLIED BY - SONY PRICE - £39.99

VGA BOX

SUPPLIED BY - LOGIC 3 PRICE - £39.99

▶ This unusual device has been designed for people that have limited space and want to utilise their PC monitor to act as a screen to play their consoles. The unit plugs in to the computer monitor and basically enables you to switch between your computer information and up to four other devices plugged in via composite cables. This means that gamers with several consoles can plug them all in to the device and switch between them at a touch of a button. The display is obviously slightly enhanced by using the power of the monitor, but this is minimal and not very noticeable at times. In essence this is a good idea – perfect for gamers who own computers and don't have space for a TV in their bedrooms.



OVERALL

EYE
TOY



▶ It's been almost a year since we first saw the Eye Toy at ECTS, and now the finished hardware has arrived. It's rather like a web cam that attaches to your PS2 via the USB Port and enables you to view yourself on the TV screen. It comes with a game disc featuring 12 mini-games, ranging from simple fighting

games where you must punch or head butt items flying across the screen at your virtual image, to games including plate spinning, keepy uppy, window cleaning and disco dancing. All the games are simple to understand and play, making this device perfect for parties, and gamers can enjoy it

whatever their age. It's a must-have peripheral for your PS2 and we're pretty confident you'll eventually be able to use it for video messaging and online gaming.

OVERALL

SUPPLIED BY - PYRAMAT PRICE - £149.99

PYRAMAT

▶ The Pyramat is a special mat fitted with a bass tube, and designed for home gaming as a chair and speaker system all in one. It's quite comfy to sit or lie on, similar to the mats used in school gyms. The speaker system is hidden in a triangle-shaped section at the head of the mat and provides fairly good sound on most games. It can also be used to plug in an electric guitar or

stereo system. However, the main problems we found with the device is the short cables which limit its positioning, and the fact it's a little too pricey for the average gamer. The simple fact is, the Pyramat isn't good enough to make you want to spend £150.00.

OVERALL

The PS2 owner's equivalent of sitting on a washing machine!



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Call of Duty: W. of Cortex	Lord of Rings: 2 Towers	Star Wars: Bounty Hunter
Conflict Zone	Lord of Rings: Fel. of Ring	Stargate: SG-1
Dark Angel (J. Cameron)	Motocross (Enter the)	Summer 2
Def Jam Fight for NY	Max Payne	Syberia
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Evil Dead: Fol. Boomstick	No One Lives Forever	Tiger Woods: Golf 02 & 03
FIFA 2002 & 2003	Prisoner Manager 2002	T. Raiders: Angel of Drk.
Final Fantasy 10	Primal	Tony Hawk's 3 & 4
Futurama*	Ratchet and Clank	Top Gun: Combat Zones
G.I. Joe	Red Faction 1 & 2	Toy the Jackson
Gothic	Ros. Evil: C. Veronica X	Wallestein: Return to
Gran Turismo 3 & Conc.	Return to C. Wallestein	WWE Crush Hour
Grand T. Auto: Vice City	Palmer's Snowboarder	WWE Smackdown! 3 & 4
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P2 ISSUE 37

Price: £3.50

This month brings you an exclusive preview of *Final Crisis*, plus the *Prince of Persia*, *The Legend of Zelda*, and *Indiana Jones*. In the review section we see pages on *Indiana Jones and The Temple of Doom*, plus *Max*, *Griffin*, *Euro Toy*, *F1*, *2003* and *more!*

OUT
NOW!

PLAY ISSUE 106

Price: £3.99

This month we have looked at the globe and ended up in *Resident Evil*, *Mad Max*, *Call of Duty*, *Final Fantasy*, *SSX*, *Tony Hawk's Underground*, *WWF*, *Home Coming*, *The Rain* and *Edo*. *Mad Max* is all about the new and old. *Football* shows us that there is a God. *Nice*.

Here's a brief guide to enter the codes printed here...

Directions:

+ = up

- = down

L = left

R = right

C = center

X = cross

O = open

P = pause

S = start

E = end

M = menu

B = back

F = forward

D = down

U = up

A = attack

S = select

P = power

M = menu

B = back

F = forward

D = down

U = up

A = attack

S = select

P = power

M = menu

B = back

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P = power

Unlock Jun and Maki

Win an 18-hole challenge against either of them

Unlock Kenta and Kaoru

Win an 18-hole challenge against either of them

Unlock summer and late autumn

Win an 18-hole challenge on any of the courses

Unlock Casino Kings course

Win an 18-hole challenge in either summer or late autumn

Unlock Amazon course

Win an 18-hole challenge in either summer or late autumn

Unlock Scotland course

Win an 18-hole challenge in either summer or late autumn

Unlock Seaside course

Win an 18-hole challenge in either summer or late autumn

Unlock Mixed courses

Open all courses

MR MOSQUITO

TWO-PLAYER KITE
Hold and on player 2's controller and you'll be rewarded with a pleasant surprise - a rather nifty mini-game!

SECOND YEAR
Fill all 16 EX Tanks to select this game mode.

MOTHER MOSQUITO
Hold 1 and press , , to open up the Character Selection screen to select your Mother Mosquito.

FATHER MOSQUITO
Enter the Mother Mosquito code, before holding and pressing , , to select on the Character Selection screen.

NBA LIVE 2003
UNLOCK RAP STAR PLAYERS
To enter the codes, go to Roster mode and code them, then select Bio. Type the code in the last name field to unlock these superstars in the free agent pool.

Unlock Busta Rhymes
FLPMODE
Unlock Karl Karl
CALIFORNIA

Unlock Just Blaze
GOODBEATS

Unlock Fabolous
CHETFOUR

Unlock B. Rich
DOLLAR15

Unlock DJ Clue
MOTAPES

NBA STREET
CODES
Enter them at the Vs screen (with 'Enter Cheat' at the top). The numbers in the codes indicate the number of times to press , , or to change the icons at the bottom of the screen. For example, to enter 4-1-2-1, press 4, 1, 2, 1. So, then press any direction on the D-pad to activate the code and see the cheat name appear.

Custom Play: Bike
Win every race in 125cc Pro Race season.

THQ US Open Course:
Place first in 250cc Pro Race season.

Tiger Bike:
Win every race in 125cc Pro Freestyle season.

Fire Bike:
Win every race in 250cc Pro Freestyle season.

Custom Race Bike:
Win the World's Highest Jump challenge.

Custom Crew Bike:
Win Brave The Vertical Drop challenge.

Cameroon Steals:
Win the World's Longest Jump challenge.

Elrod The Viking:
Win the Lift Tower challenge.

Sat:
Win the Find Out The Truth challenge.

Super Fly:
Win Crane's eye of a main menu.

CHIEF CODES:
Enter the codes at the main menu. The pad will rumble to confirm correct entry.

Unlock 250cc Freestyle

Unlock All Tracks

Unlock All Riders

Unlock All Bikes

Unlock Everything

NASCAR 2001
TREASURE ISLAND TRACK
Win a season on Veteran difficulty.

BLACK BOX CLASSIC CAR
Win the Short Track Challenge.

BLACK BOX EXOTIC CAR
Win the Half Season.

EA SPORTS CART
Win the Road Course Challenge.

EA.COM CAR
Win the Superspeedway Shootout on either Veteran or Legend difficulty.

CHEATS

Select Credits, then Development at the options menu and wait for RIV to finish, then enter the code as credits start to roll...

Prevailing Currents Trade: Hold and press , ,

Treasure Island Trade: Hold and press , ,

Play As MC Montez (1010): Hold and press , ,

Play As 'Shotty' Leung (1100): Hold and press , ,

Play As Jocko Michaels (1167): Hold and press , ,

Play As Asher Boldt (1153): Hold and press , ,

Alternate John Andretti's Car: Hold and press , ,

NBA HOOPZ

CHEATS

Input these codes at the Vs screen just before the match starts. (* = teams must agree)

Infinite Turbo:

No Goal Tending:

Tiny Heads:

No Fouls:

Tiny Players:

Granny Shots:

Beach Court:

Street Court:

No Hotspots:

Show Shot:

Show Hotspot:

Big Heads:

ABA Ball:

Midway Uniform:

Home Uniform:

Awful Uniform:

Alternate Uniform:

NBA LIVE 2003

UNLOCK RAP STAR PLAYERS
To enter the codes, go to Roster mode and code them, then select Bio. Type the code in the last name field to unlock these superstars in the free agent pool.

Unlock Busta Rhymes
FLPMODE
Unlock Karl Karl
CALIFORNIA

Unlock Just Blaze
GOODBEATS

Unlock Fabolous
CHETFOUR

Unlock B. Rich
DOLLAR15

Unlock DJ Clue
MOTAPES

NBA STREET
CODES
Enter them at the Vs screen (with 'Enter Cheat' at the top). The numbers in the codes indicate the number of times to press , , or to change the icons at the bottom of the screen. For example, to enter 4-1-2-1, press 4, 1, 2, 1. So, then press any direction on the D-pad to activate the code and see the cheat name appear.

Custom Play: Bike
Win every race in 125cc Pro Race season.

THQ US Open Course:
Place first in 250cc Pro Race season.

Tiger Bike:
Win every race in 125cc Pro Freestyle season.

Fire Bike:
Win every race in 250cc Pro Freestyle season.

Custom Race Bike:
Win the World's Highest Jump challenge.

Custom Crew Bike:
Win Brave The Vertical Drop challenge.

Cameroon Steals:
Win the World's Longest Jump challenge.

Elrod The Viking:
Win the Lift Tower challenge.

Sat:
Win the Find Out The Truth challenge.

Super Fly:
Win Crane's eye of a main menu.

CHIEF CODES:
Enter the codes at the main menu. The pad will rumble to confirm correct entry.

Unlock 250cc Freestyle

Unlock All Tracks

Unlock All Riders

Unlock All Bikes

Unlock Everything

NASCAR 2001

TREASURE ISLAND TRACK
Win a season on Veteran difficulty.

BLACK BOX CLASSIC CAR
Win the Short Track Challenge.

BLACK BOX EXOTIC CAR
Win the Half Season.

EA SPORTS CART
Win the Road Course Challenge.

EA.COM CAR
Win the Superspeedway Shootout on either Veteran or Legend difficulty.

More gamebreakers

Less gamebreakers 1-3-4-2

No gamebreakers 1-4-4-2

Less blocks 5-1-2-3

Less steals 3-1-4-0

No alley-oops 3-4-1-2

No 2-pointers 3-5-0-3

Player names 0-1-2-3

No player indicators 4-0-4-0

No shot indicators 4-5-2-4

No shot clock 4-4-0-3

No auto replays 1-2-1-1

NO HUD display 1-4-1-2

No cheats 1-1-1-1

NBA SUPERSTARS
Play the City Challenge and defeat an NBA team to unlock a player from their roster.

BIGGS & BEACON HILL COURT
Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs's team to unlock him and the Beacon Hill court.

BONAFIDE & BROAD STREET COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him and the Broad Street court.

DRAKE & THE YARD COURT
Play the City Circuit and reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DI & VENICE BEACH COURT
Play the City Circuit and reach the Region 4 City Challenge. Defeat Di's team to unlock him and the Venice Beach court.

TAKASHI & YAKATOMI PLAZA COURT
Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him and the Yakotomi Plaza court.

STRETCH & RUCKER PARK COURT
Play the City Circuit and reach the Region 6 City Challenge. Defeat Stretch's team to unlock him and the Rucker Park court.

BIG (SIX SNOWBOARDS) TEAM
Get 10 wins in any mode.

SJW TEAM
Get 20 wins in any mode.

NY LEGENDS TEAM
Get 30 wins in any mode.

STREET LEGENDS TEAM
Win the City Circuit tournament.

DREAM TEAM
Win Hold The Court mode. The team includes Griffin Allen, Magma Man and Jet Snowman!

USER RECORD CODES
Select Hold The Court mode, either enter a User ID or not; then, when the user record is displayed (or none), enter a code to unlock a secret team. Note: You'll need to re-enter the codes every time you play.

Big (SIX) Team:
Hold and press , ,

Hold and press , ,

NYC Legends Team:
Hold and press , ,

Hold and press , ,

Street Legends Team:
Hold and press , ,

Hold and press , ,

Team Dream:
Hold and press , ,

Hold and press , ,

NBA STREET VOL 2
CHEAT CODES
Enter these codes on the player entry, when the message appears at the bottom. A small beep will be heard if entered correctly.

Big heads
Hold and press ,

Constant turbo
Hold and press ,

WNBA ball
Hold and press ,

All NBA legends
Hold and press ,

Explosive rims
Hold and press ,

All jerseys
Hold and press ,

Easy shots
Hold and press ,

All street legends
Hold and press ,

All courts
Hold and press ,

UNLOCKABLES
Unlock Bob Cousy jersey
Complete Street Challenge

Unlock Nate Archibald jersey
Complete Street Challenge without errors

Unlock Jerry West jersey
Win game without being blocked

Unlock Clyde Drexler jersey
Reach Reputation Level (Legend mode)

Unlock Stretch
Win the Soul in The Hole tournament

Unlock Pete Maravich jersey

Win Soul In The Hole street challenge

Unlock Little Biggie
Win Foster Beach tournament

Unlock WB Chamberlain's jersey
Win Foster Beach tournament

Unlock Whitewater
Win Greenlake tournament

Unlock DM
Win Lincoln College tournament

Unlock NBA Stars...
Win Lincoln College street challenge

Unlock Odomas
Win Measwood tournament

Unlock Bonafide
Win Rucker Park tournament

Unlock Darryl Dawkins' jersey
Win Broad Street challenge

Unlock Chocolate Thunder
Win Broad Street challenge

Unlock James Worthy's jersey
Beat the Northeast region without losing

Unlock Bill Russell's jersey
Beat the Northwest region without losing

Unlock Walt Frazier's jersey
Beat the Central region without losing

Unlock Oscar Robertson's jersey
Beat the

Unlock Stewart Gink	SIN
Unlock Domico Donatello	GODFATHER
Unlock Brad Faxon	XO
Unlock Jim Furyk	THESWIN
Unlock Charles Howell III	BANDPANT
Unlock Justin Leonard	JUSTINTIM
Unlock Solita Lopez	SOLITARY
Unlock Takeharu Moto	2TC
Unlock Kellie Newman	COWGIRL

Unlock Kevin Nash
On the Superstar Selection screen press , , 

Unlimited turbo
On the pause menu hold L3 and press , , 

Special meter grows faster
On the pause menu hold L3 and press 

WWE SMACKDOWN!:
JUST BRING IT
SECRET WRESTLERS
Unlocking the secret wrestlers requires you to play through the Story mode of the game, making different decisions along the way. However, you must use a non-title-holding wrestler during the story or you'll just end up defending the title.

Card 1 - Fred Durst:
Play through Slobberknocker mode (in Specials menu of Exhibition). Choose The Undertaker as your wrestler, then successfully

Card 2 – Mick Foley:
During Story mode, make the following choices:

- Refuse the shot call at the Tag Team Titles.
- When you appear on the stage, run down to the ring and attack.
- Win the match that Mr McMahon sets up.
- When you're called out to the ring, show up.
- Pick the style of match and win it.
- Purposely lose the shot for the World Heavyweight Title at Wrestlemania.
- Win the Hell In The Cell Match that Mick Foley sets up afterwards, to unlock him.

During Story mode, make the following choices:

- a) Refuse the shot at the Tag Team Titles.
- b) When you appear up on the stage, talk trash to the wrestler who is in the ring.
- c) Backstage with Michael Cole, tell him that you were just messing with them.
- d) Head for Commissioner Regal's office (first room on the left through the double door at the bottom of the stairs) and turn down the chance to fight for the European Title.

Card 4 – Rhyno:
During Story mode, make the following choices:

- a) Refuse the shot at the Tag Team Titles.
- b) When you appear on the stage, run down to the ring and attack.
- c) Win the match that Mr McMahon sets up.
- d) When called out to the ring, stay backstage.
- e) After Michael Cole has spoken to you, talk to Earl Hebner by the drinks machine referee – tell him to come and referee a Hardcore Title match for you.
- f) Defeat Rhyno in the locker room for the Hardcore Title to unlock him.

Card 5 – Jerry Lynn:
During Story mode, make the following choices:

- a) Refuse the shot at the Tag Team Titles.
- b) When you appear on the ring, run down to the ring and attack.
- c) Win the match that Mr McMahon sets up.
- d) When called out to the ring, stay back.
- e) After Michael Cole has spoken to you, talk to him about the disks machine.
- f) In backstage – say hello and ask how he is.
- g) In Commissioner Regal's office, say you're not interested in any of the title match.
- h) Win the resulting 4-Man Battle Royal to unlock Jerry Lynn.

Card 6 – Spike Dudley:
During Story mode, make the following choices:

- a) Accept the shot at the Tag Team Titles.
- b) Wander around the backstage area and approach the wrestler which you want to pick as your tag partner.
- c) Win the Tag team match that follow until you pick a six man Tag match and ask your partner how he wants as your third.

d) Wander around backstage until you find Spike Dudley and Molly Holly in the hallway – agree to help them.

e) Win the Tag Team Table Match.

f) Win the Tag Team Title Match that follows, to unlock Spike Dudley.

Cards 51 & 52 – Shane McMahon & Stephanie McMahon-Helmsley:

Once you've opened up ALL the other secret cards (that's 50), keep playing the Story mode.

To unlock the extra CAW points, 'Unknown' Moves, new entrance music & extra items of clothing for the Create-A-Wrestler mode, you need to play through the Story mode with a title-belt-holding wrestler. Try to stick to the belts such as the Light Heavyweight, European or World Title as using the Tag Team or Hardcore Titles just makes winning the matches harder. You'll only have to fight one match – each time you successfully retain the title, you'll unlock one random secret from the cards numbered 15 to 50. Keep doing this until you've unlocked them all.

At the title screen (with "Press Start Button")
press $\odot$, $\times$, $\rightarrow$, $\leftarrow$, $\rightarrow$, $\leftarrow$, $\downarrow$ x2, $\uparrow$ x2 to hear

air | No.91 **PowerStation**

TAINT OPINION

Knockout Kings 2 ○ ○ ○ ○ to do a start.

KNOCOUT KINGS 2

HIDDEN BOSS
Choose Career mode to create a new boxer. Enter any of the following to get a hidden boss. Press on for the winning screen and you can save him for use in Career or Exhibition mode.

ROWELL Allen
CAMPBELL Steve Francis
GARCIA Gergely
TUM DUNCAN Basketball player
JAMES REYNOLDS Jockey
JEMANIC Mexican
From a High Called crew
Q MIP City who's like a good
TARCO Footballer
MARC COO Founder of 100 clothes
ED MARONE Underbelly boxer

KNOCOUT KINGS 2001

EXTRA BONUS/CREATS
Enter your name as any of the following in Career mode to unlock the respective fighter's cheat.

KNOCKS Andy Knocks
NOLAN Oscar Nolan
FRANCIS Steve Francis
BUILDING Building
CORE Core
GORE Gore
DOWN Down
BABY Baby
EYES Cyclops
SANDERS Baby Sanders
JAMES GAMB Junior Sae
SEVEN Seven
INVINCIBLE Invincibility (infinite energy bar)
DOUBLEMURDER Double murder
SERPA Sepia tone mode
KAT Kat
ALKE Alke
NALS Nals
REKSTERS Baby kills all active cheats

NEO DEKA

SECRET KEYS
The secret items are on a time release. You only get them 5 times after 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260, 270, 280, 290, 300, 310, 320, 330, 340, 350, 360, 370, 380, 390, 400, 410, 420, 430, 440, 450, 460, 470, 480, 490, 500, 510, 520, 530, 540, 550, 560, 570, 580, 590, 600, 610, 620, 630, 640, 650, 660, 670, 680, 690, 700, 710, 720, 730, 740, 750, 760, 770, 780, 790, 800, 810, 820, 830, 840, 850, 860, 870, 880, 890, 900, 910, 920, 930, 940, 950, 960, 970, 980, 990, 1000, 1010, 1020, 1030, 1040, 1050, 1060, 1070, 1080, 1090, 1100, 1110, 1120, 1130, 1140, 1150, 1160, 1170, 1180, 1190, 1200, 1210, 1220, 1230, 1240, 1250, 1260, 1270, 1280, 1290, 1300, 1310, 1320, 1330, 1340, 1350, 1360, 1370, 1380, 1390, 1400, 1410, 1420, 1430, 1440, 1450, 1460, 1470, 1480, 1490, 1500, 1510, 1520, 1530, 1540, 1550, 1560, 1570, 1580, 1590, 1600, 1610, 1620, 1630, 1640, 1650, 1660, 1670, 1680, 1690, 1700, 1710, 1720, 1730, 1740, 1750, 1760, 1770, 1780, 1790, 1800, 1810, 1820, 1830, 1840, 1850, 1860, 1870, 1880, 1890, 1900, 1910, 1920, 1930, 1940, 1950, 1960, 1970, 1980, 1990, 2000, 2010, 2020, 2030, 2040, 2050, 2060, 2070, 2080, 2090, 2100, 2110, 2120, 2130, 2140, 2150, 2160, 2170, 2180, 2190, 2200, 2210, 2220, 2230, 2240, 2250, 2260, 2270, 2280, 2290, 2300, 2310, 2320, 2330, 2340, 2350, 2360, 2370, 2380, 2390, 2400, 2410, 2420, 2430, 2440, 2450, 2460, 2470, 2480, 2490, 2500, 2510, 2520, 2530, 2540, 2550, 2560, 2570, 2580, 2590, 2600, 2610, 2620, 2630, 2640, 2650, 2660, 2670, 2680, 2690, 2700, 2710, 2720, 2730, 2740, 2750, 2760, 2770, 2780, 2790, 2800, 2810, 2820, 2830, 2840, 2850, 2860, 2870, 2880, 2890, 2900, 2910, 2920, 2930, 2940, 2950, 2960, 2970, 2980, 2990, 3000, 3010, 3020, 3030, 3040, 3050, 3060, 3070, 3080, 3090, 3100, 3110, 3120, 3130, 3140, 3150, 3160, 3170, 3180, 3190, 3200, 3210, 3220, 3230, 3240, 3250, 3260, 3270, 3280, 3290, 3300, 3310, 3320, 3330, 3340, 3350, 3360, 3370, 3380, 3390, 3400, 3410, 3420, 3430, 3440, 3450, 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5120, 5130, 5140, 5150, 5160, 5170, 5180, 5190, 5200, 5210, 5220, 5230, 5240, 5250, 5260, 5270, 5280, 5290, 5300, 5310, 5320, 5330, 5340, 5350, 5360, 5370, 5380, 5390, 5400, 5410, 5420, 5430, 5440, 5450, 5460, 5470, 5480, 5490, 5500, 5510, 5520, 5530, 5540, 5550, 5560, 5570, 5580, 5590, 5600, 5610, 5620, 5630, 5640, 5650, 5660, 5670, 5680, 5690, 5700, 5710, 5720, 5730, 5740, 5750, 5760, 5770, 5780, 5790, 5800, 5810, 5820, 5830, 5840, 5850, 5860, 5870, 5880, 5890, 5900, 5910, 5920, 5930, 5940, 5950, 5960, 5970, 5980, 5990, 6000, 6010, 6020, 6030, 6040, 6050, 6060, 6070, 6080, 6090, 6100, 6110, 6120, 6130, 6140, 6150, 6160, 6170, 6180, 6190, 6200, 6210, 6220, 6230, 6240, 6250, 6260, 6270, 6280, 6290, 6300, 6310, 6320, 6330, 6340, 6350, 6360, 6370, 6380, 6390, 6400, 6410, 6420, 6430, 6440, 6450, 6460, 6470, 6480, 6490, 6500, 6510, 6520, 6530, 6540, 6550, 6560, 6570, 6580, 6590, 6600, 6610, 6620, 6630, 6640, 6650, 6660, 6670, 6680, 6690, 6700, 6710, 6720, 6730, 6740, 6750, 6760, 6770, 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14380, 14390, 14400, 14410, 14420, 14430, 14440, 14450, 14460, 14470, 14480, 14490, 14500, 14510, 14520, 14530, 14540, 14550, 14560, 14570, 14580, 14590, 14600, 14610, 14620, 14630, 14640, 14650, 14660, 14670, 14680, 14690, 14700, 14710, 14720, 14730, 14740, 14750, 14760, 14770, 14780, 14790, 14800, 14810, 14820, 14830, 14840, 14850, 14860, 14870, 14880, 14890, 14900, 14910, 14920, 14930, 14940, 14950, 14960, 14970, 14980, 14990, 15000, 15010, 15020, 15030, 15040, 15050, 15060, 15070, 15080, 15090, 15100, 15110, 15120, 15130, 15140, 15150, 15160, 15170, 15180, 15190, 15200, 15210, 15220, 15230, 15240, 15250, 15260, 15270, 15280, 15290, 15300, 15310, 15320, 15330, 15340, 15350, 15360, 15370, 15380, 15390, 15400, 15410, 15420, 15430, 15440, 15450, 15460, 15470, 15480, 15490, 15500, 15510, 15520, 15530, 15540, 15550, 15560, 15570, 15580, 15590, 15600, 15610, 15620, 15630, 15640, 15650, 15660, 15670, 15680, 15690, 15700, 15710, 15720, 15730, 15740, 15750, 15760, 15770, 15780, 15790, 15800, 15810, 15820, 15830, 15840, 15850, 15860, 15870, 15880, 15890, 15900, 15910, 15920, 15930, 15940, 15950, 15960, 15970, 15980, 15990, 16000, 16010, 16020, 16030, 16040, 16050, 16060, 16070, 16080, 16090, 16100, 16110, 16120, 16130, 16140, 16150, 16160, 16170, 16180, 16190, 16200, 16210, 16220, 16230, 16240, 16250, 16260, 16270, 16280, 16290, 16300, 16310, 16320, 16330, 16340, 16350, 16360, 16370, 16380, 16390, 16400, 16410, 16420, 16430, 16440, 16450, 16460, 16470, 16480, 16490, 16500, 16510, 16520, 16530, 16540, 16550, 16560, 16570, 16580, 16590, 16600, 16610, 16620, 16630, 16640, 16650, 16660, 16670, 16680, 16690, 16700, 16710, 16720, 16730, 16740, 16750, 16760, 16770, 16780, 16790, 16800, 16810, 16820, 16830, 16840, 16850, 16860, 16870, 16880, 16890, 16900, 16910, 16920, 16930, 16940, 16950, 16960, 16970, 16980, 16990, 17000, 17010, 17020, 17030, 17040, 17050, 17060, 17070, 17080, 17090, 17100, 17110, 17120, 17130, 17140, 17150, 17160, 17170, 17180, 17190, 17200, 17210, 17220, 17230, 17240, 17250, 17260, 17270, 17280, 17290, 17300, 17310, 17320, 17330, 17340, 17350, 17360, 17370, 17380, 17390, 17400, 17410, 17420, 17430, 17440, 17450, 17460, 17470, 17480, 17490, 17500, 17510, 17520, 17530, 17540, 17550, 17560, 17570, 17580, 17590, 17600, 17610, 17620, 17630, 17640, 17650, 17660, 17670, 17680, 17690, 17700, 17710, 17720, 17730, 17740, 17750, 17760, 17770, 17780, 17790, 17800, 17810, 17820, 17830, 17840, 17850, 17860, 17870, 17880, 17890, 17900, 17910, 17920, 17930, 17940, 17950, 17960, 17970, 17980, 17990, 18000, 18010, 18020, 18030, 18040, 18050, 18060, 18070, 18080, 18090, 18100, 18110, 18120, 18130, 18140, 18150, 18160, 18170, 18180, 18190, 18200, 18210, 18220, 18230, 182

100% PlayStation

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THE BEST SOLUTIONS TO ALL THE BIGGEST TITLES!

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PART 2 We return with Indy to grab those last few relics in a detailed mapped guide!

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BEATEN! We'll be passing on our expert advice to make absolutely sure you never miss a bounty!



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We'll be revealing all the winning tactics in our top-class guide.

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LIBERATED! We show you how to hide more dirt on your trousers and escape from the Nazis in style!

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PPA

These are the games we intend to cover next issue, but due to changing release dates we reserve the right to get involved in the feature budget instead.

ISSUE 92

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 Al Green - Rock Me: 8134
 Ashley Hamilton - Wimmie's: 8753
 Atomic Kitten - The Tide Is: 7603
 Avril Lavigne - Complicated: 8134
 Avril Lavigne - My Way: 8134
 Avril Lavigne - Losing Grip: 8944
 Avril Lavigne - Skier Boy: 7858
 Backstreet Boys - I Want You: 8078
 Bandits - Take It And Run: 8134
 Beyonce - Crazy In Love: 8765
 Bhangra - Husan: 8620
 Blackstreet - The Way You Move: 8616
 Big Brovaz - No Fluff: 8134
 Big Brovaz - OK: 8126
 Black Sabbath - Iron Man: 8256
 Black Sabbath - Paranoid: 8134
 Blazin' Squad - We Just Be: 8933
 B L U - U Make Me Love: 8236
 Boyz II Men - Sorry Seems to Be the Worst Way to Say Goodbye: 8134
 Britney Spears - I'm a Slave 4 U: 8078
 Busta Rhymes - I Know What: 8587
 Busta Rhymes - I Want To Sooch: 7199
 Busta - You Said No: 8590
 Busta - Your's - Cheap: 7961
 Busta Rhymes - Take You: 8619
 Busta Rhymes - The Way You Move: 8134
 Christina Aguilera - Fighter: 8753
 Christina - Beautiful: 7995
 Christina Aguilera - Fight Me: 8134
 Coldplay - Linger: 8134
 Coldplay - Linger: 8134
 Coldplay - Linger: 8134
 Cosmic Rough - Because You: 8945
 Daniel - I Want You: 8769
 Daniel - I Want You: 8769
 Daniel - I Want You: 8769
 Danni Minogue - Don't Wanna: 8753
 Danni Minogue - Don't Wanna: 8753
 Danni Minogue - Born To Try: 8215
 Delta Goodrem - Lost Without You: 8769
 Delta Goodrem - Twist 'n' Shout: 8769
 Delta Goodrem - Twist 'n' Shout: 8769

DMJ X Sunny - Sunrise: 8756
D'X G' Gamon! It's Up To Ya: 8993
Electric Six - Gay Bar: 8724
Eminem - Rap: 8700
Eminem - Love Sex Machine: 8737
Eminem - Sing For Moment: 8201
Eminem - Without Me: 6604
Enigma - Mezzanine: 8700
Evanesence - Bring Me To: 8605
Faithless - Insignia: 8097
Fast Food - The Sound: 8700
Fling - Long Lips - Fast: 8941
Flint - Am: 8792
Flip & Fill - Field Of: 8787
Flip & Fill - Flip & Fill: 8787
Flip & Fill - Shooting Star: 6937
Garth Gates - Spin In Sky: 8242
Gary Numan - Crazy: 8793
Gavin Brown's Supernatural: 8710
Good Charlotte - Girls And: 8606
Good Charlotte - Livesities: 8070
Good Charlotte - The Anthem: 8949
Grassie - The Grassie: 8700
Guns N' Roses - Sweet Child: 8585
IL All The End: 8748
Jagged - Neptunes: 8606
Ja Rule Ft. Mase: 8237
Jaimeson Ft Angel Bu: 782- 8053
Jennifer Lopez - All I Have: 8066
Jennifer Lopez - J Lo: 8700
Jennifer Lopez - Jenny From: 7930
Junior Senior - Move Feet: 8180
Justin Timberlake - Cry Me A: 8067
Justin Timberlake - Rock Me: 7931
Justin Timberlake - Rock Me: 7931
Kelly Rowland - Stole: 8180
Kings Of Leon - Use Somebody: 8749
Koolhaas - How Did You: 8786
Kym Marsh - Cry: 8290
Las Ketchup - Ketchup Song: 7799
Leona Lewis - Bleeding Out: 8786
Linkin Park - Somewhere I: 8209
Lisa Maffia - All Over: 8591
Love Line - Superstar: 8012
Lynx - Luv U 4 Me: 8576
Marilyn Manson - Mobscene: 8262
Matchbox 20 - Unwell: 8767
Melanie B - On The Horizon: 8747
Metallica - Enter Sandman: 8700

Mixy Elite - Walk Out From: 7685
Miss Elliott - Work It: 7781
Mis-teq - Scandalous: 8233
Mistaken Identity: 8037
Murderball - White Wedding: 8946
Nelly - Can I: 8251
Nelly - Dilemma: 7562
New! - Hot In Her Face: 8536
New Found - Understatement: 894
Oasis - Songbird: 8125
Oliver - Walking On A Thin Line: 8752
On The Border - By Your Side: 8940
Panjabi M - Mundian To Bachke:
Punk - Just Like A Fire: 7238
Purple Rain - Bitter Sweet Symphony
Pork Kinks - Shake Ya: 8129
R Kelly - Mud - She Hates Me: 7547
R Kelly - Ignition Remize: 8210
Red Hot Chili Peppers - By Your Side
Red Hot - Can't Stop: 8143
Red Hot - The Zephyr: 8137
Red Hot - Universal Spins: 8743
Remedies - F.R.M.: 8143
Ruben Studdard - 8946
S Club - Love Ain't: 8740
Scat - Say It Right: 8740
Scooter - Logical Song: 6818
Scooter - Nessaja: 7683
Scooter - Sense: 7943
Scooter - The Rhythm Nation: 8938
Scooter - Weekend: 8249
Sean Paul - Get Busy: 8262
Sean Paul - Gimme The Night: 7682
Seal - Kiss You: 8143
Shed Seven - Why Can't It Be: 8710
Simply Red - Sunrise: 8236
Sonoma - The Rhythm Nation: 8938
Stone Sour - Bother: 8091
Sun 41 - Over My Head: 8948
Survivor - The Rhythm Nation: 8938
Tatu - Not Gonna Get Us: 8716
Tomcat - Loneliness: 8608
Tomcat - Like That: 8935
Toots & The Maytals - 8143
Violent - All We Ever: 7784
Wayne World - No Letting Go: 8782
Xscape - The Rhythm Nation: 8938
Year Year Year - 8143

Angel: 4603
Aeon: 6454
Austin Powers: 1032
Babylon: 5016
Beverly Hills C: 1432
Big Brother: 4631
Black Beauty: 5501
Bottomed: 978
Buffy: 1028
Captain Pughwash: 4620
Damascus: 658
Deliverance: 478
Demerol: 454
F1 Driving: 1034
Evangelist: 4620
F1 Podium Theme: 8257
Friends: 4632
Godfather: 4461
Goodbye Mr. Tombs: 4465
Great Escape: 3594
Ground Force: 7608
Guinness: 4632
Hall of Mirrors: 3533
Hyundai Ad: 7691
Italian Job: 5658
Jane Fonda: 4642
Kascher: 8588
Janes Bond: 1430
Kevin Price: 6286
L.A. Confidential: 4632
Littletown: 8016
Lord Of Rings: 7950
Magnificent Seven: 4920
Man of Steel: 1444
Mission Imp: 1261
Mission Impossible: 1421
Mission Impossible: 1421
Nightmare: 4632
Only Fools: 6732
Phoenix Nights: 7538
Pulp Fiction: 6715
Raiders of the Lost Ark: 4632
Ricky: 1050
Roobarb: 1440
Scooby Doo: 4562
Simple Life: 4632
South Park: 5177
Sperman: 6667
Spider-Man: 4632
Wagner's The Ring: 3893

POLYPHONIC RINGTONES - WAP REQUIRED TO RETRIEVE RINGTONES

50 Cent - 21 Cent: 8536
50 Cent - In Da Club: 8300
Avril Lavigne - Complicated: 7976
Avril Lavigne - Sk8er Boi: 8312
Beats - Strawberry Fields: 8530
Beyonce - Crazy In Love: 8646
Big Brotherz - Favourite Things: 8648
Black Sabbath - Paranoid: 7169
Blazin' Squad - We Just Be: 8932
Busta Rhymes - What: 8650
Busted - Run: 3000: 8353
Busted - You Said No: 8651
Christina - Dirty: 7898
Christina Aguilera - Fighter: 8655
Cuddlyay - Clocks: 8344
Cuddlyay - Got Put A: 8769
Dannii Minogue - Don't Wanna: 877
Delirium - After All: 8771
DeLia Goodrum - Lost Without: 877
DJ Sammy - Boys Of Summer: 8656
DJ Sammy - Summer: 8656
DJ Sammy - Sunlight: 8773
DMX - X Gon' Give It To Ya: 8659
Electric 6 - Gay Ray: 8661

Eminem - Cleanin' Out: 8591
 Eminem - Love Yourself: 8159
 Eminem - Sing For Moment: 8375
 Eminem - Without Me: 6976
 Evanesence - Bring Me To: 8774
 Fast Food Rockers - Fast Food: 8775
 Foundations - Build Me Up: 8571
 Frank Sinatra - New York: 8382
 Gareth Gates - Spirit In: 8663
 Good Charlotte - Girls Just: 8995
 Good Charlotte - Lifesyles: 8400
 Guns 'n' Roses - Sweet Child: 6977
 Jane's - Just Because: 8776
 Jennifer - Baby I Don't: 8777
 Jennifer Lopez - Jenny From: 8100
 John Travolta - Grace: 8411
 Junior Senior - Move Your: 8414
 Justin - Like I Love: 8412
 Justin Timberlake - Cry Me A: 8416
 Justin Timberlake - Senorita: 8878
 Les Ketchup - Ketchup Song: 7877
 Maroon 5 - The Love Song: 8722
 Madness - One Step Beyond: 8927
 Metallica - Enter Sandman: 7165

Metallica - St. Anger: 8929
Mis-Teeq - Scandalous: 8448
Nelly - Dilemma: 7951
Panjabi MC - Mundian To 5464
Pogues - Fairly Tale NY: 8920
R Kelly - Ignition Remixed: 8476
Red Hot - Can't Stop: 8478
Robbie Williams - Feel: 8102
Rolling Stones - Paint Black: 8536
Roc-A-Fella - The 444: 8484
S Club - Goodbye: 8779
Scotter - The Logical Song: 8503
Sean Paul - Get Busy: 8682
Strangers - Always The Sun: 8918
Strangers - Golden Brown: 8921
Survivor - Eye Of The Tiger: 8526
Tatu - All The: 8527
Tatu - Not Gonna Get Us: 8528
Tina Turner - Simply The Best: 8545
Toploader - Dancin' In: 8548
Urbn B - The Streets: 8689
UB4 - Red Red Wine: 8542
Van Morrison - Brown Eyed: 8563
Wayne Wonder - No Letting Go: 8700

Angel: 8949
A-Team: 8454
Banana Splits: 8950
Buffy: 8691
Charmed: 8630
Dr Who: 8693
Exorcist: 7167
Great Escape: 8956
Jackass: 8557
James Bond: 8077
Jaws: 8957
Men Behaving Badly: 89
Mission Imposs: 6975
Only Fools Hs: 8697
Phoenix Nights: 7541
Pulp Fiction: 8698
Rainbow: 8964
Rocky: 8542
Sesame Street: 8966
Simpsons: 7164
Star Trek: 8274
Star Wars: 8543
Thunderbirds: 8272
X-Files: 8699

**PICTURES /
SCREENSAVERS**

4270 	7714 
6698 <i>Little Miss Naughty</i> 	7777 
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598

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466

6860

6379

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Blade 2
Bladem Omen 2
BloodRayne
BloodRayne 2
BMX XXX
Bond 007: Nightfire
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Burnout
Burnout 2: Point of Impact
C = 0.3
C. Bandicoot: W. of Cortez
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Carnival vs. SNK 2
Chamber of Secrets
City Crisis
Clock Tower 3
Code of Veronica X
Command & Conquer
Commands 2
Conflict Zone
Conflict: Desert Storm
Conflict: Road to Baghdad 2001
Crazy Taxi
Cricket 2002
Crush Hour (WWE)
D = 0.4
Dakar 2
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Dare Devil
Dark Alliance
Dark Angel (J. Cameron)
Dark Angel (Vampire A.)
Dark Cloud
Dark Cloud 2
Dark Legacy
Dark Summit
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DDR or Alive 2

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Dragonball Z: Budokai
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Dynasty Warriors 3
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Dynasty Warriors 4
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F1 2002
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FIFA 2001
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Legends of Wrestling 2
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Lega: Manager 2003
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Lord of Rings: Fel of Dark
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Moto GP 3
Motor Mayhem
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Mummy Returns
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MX 2002
MX Rider
MX Superfly
N = 14
NBA Live 2001
NBA Street
NBA Street Volume 2
NBA Street Volume 2: Speed H.Purs. 2
NFL 2002
Nightfire

One Lives Forever
 Q = 15
 Road Wide Open
 Oni
 Onimusha 2
 Onimusha: Warlords
 OO7 Nightfire
 Operation: Mindhack
 P = 16
 Pac-Man World 2
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 Prisoner
 Prisoner of War
 Pro Evolution Soccer
 Pro Evolution Soccer 2
 Pro Rally 2002
 Project Eden
 Project Gotham Zone
 Q = 17
 Q-Ball: Billiards Master
 Quake 3: Revolution
 R = 18
 R Carmichael's MX 2002
 Racing Revenge
 Racing Rivals
 Ratchet & Clank
 Rayman 2: Revolution
 Rayman 3
 Rayman M
 RC Racing Pro
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 Real Card Soccer 2003
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 Red Faction 2
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 Resident Evil: Dead Aim
 Return to C. Wolfenstein
 Revolution: Quake 3
 Ridge Racer 5
 Riding Spirits
 Ring of Red
 Rise of the Arkadonian
 Road Rage
 Robot Wars
 Robotech: Battletary
 Rock Power B&B: Bandit
 Rome
 Romance of 3 Kingdoms
 RTS: Army Men
 RTS: Rival Wars
 R-Type Final
 R-Type Final Rumble
 Run Like Hell
 Rune: Viking Warlord
 Rymor: Legendary Army
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 S Palmer's Snowboards
 Sausy Dog: 100 Frights
 Scorpon King
 Seven Blades
 Shadow Heroes
 Shadowed Memories
 Shadowman 2
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 Silent Hill 3
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 Vexx
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 X-Men 2: Wolverine's Rage
 X-Men: Next Dimension
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